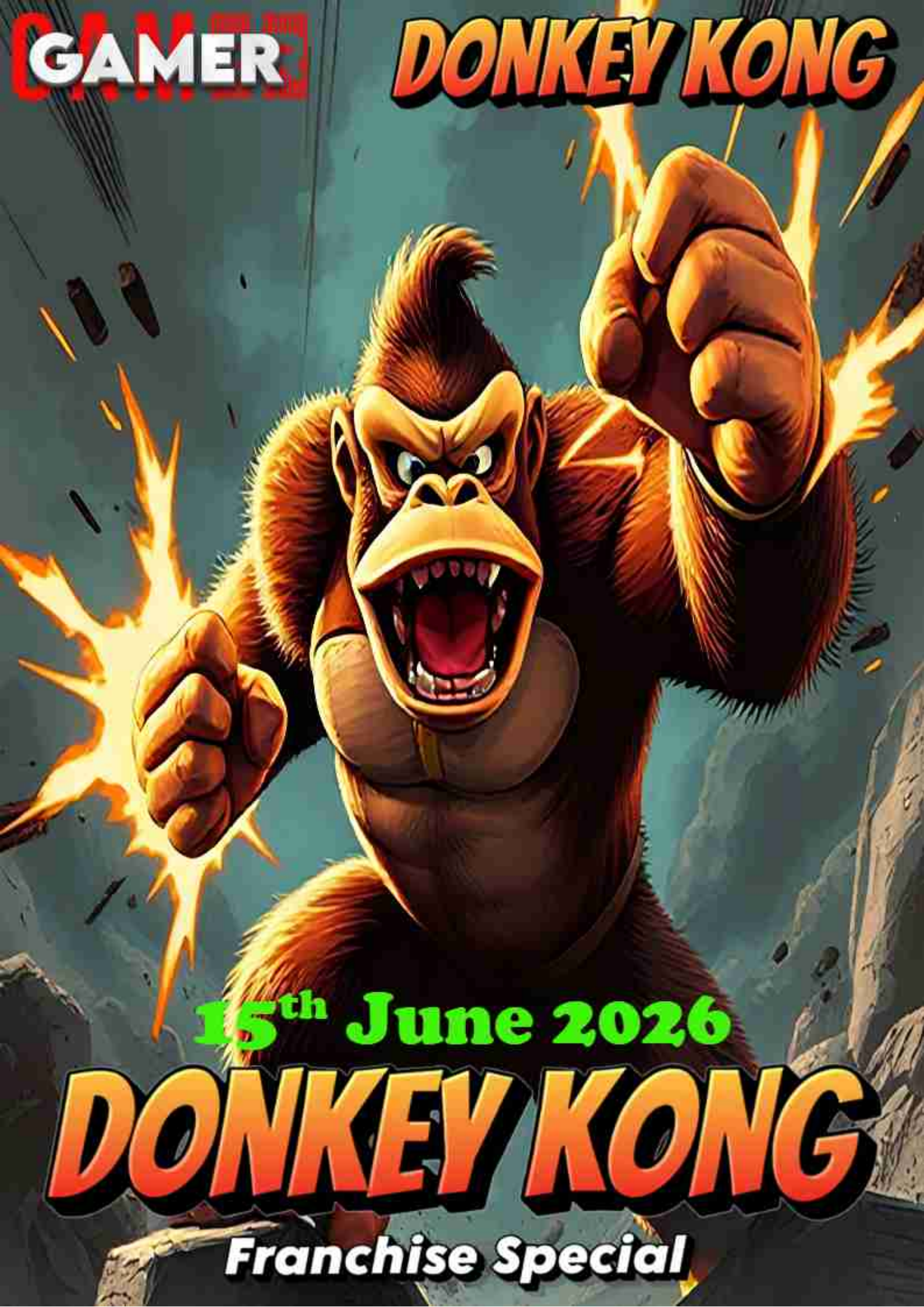
GAMER
DONKEY KONG
15th June 2026
DONKEY KONG
Franchise Special

DONKEY KONG GAMER

TIME-LINE

Donkey Kong 1981-2018

Donkey Kong II (1983):

Donkey Kong Jr. 1982-2018

Donkey Kong 3 1983-2018

Donkey Kong: Jungle Fever 2005 – Arcade

Donkey Kong: Banana Kingdom 2005 – Arcade

Donkey Kong Jr. Math 1983-2024

Donkey Kong Country 1994-2020

Donkey Kong Country 2: Diddy's Kong Quest 1995-2020

Donkey Kong Country 3: Dixie Kong's Double Trouble! 1996-2020

Diddy Kong Racing 1997-2007

Donkey Kong 64 1999

Donkey Konga 2003

Donkey Konga 2 2003

Donkey Kong Jungle Beat 2004-2008

Donkey Konga 3: Tabe-houdai! Haru Mogitate 50 Kyoku

DONKEY KONG GAMER

TIME-LINE

Donkey Kong Barrel Blast 2007

Donkey Kong Country Returns 2010-2025

Donkey Kong Country: Tropical Freeze 2014-2018

Donkey Kong Bananza 2025

Donkey Kong (Game & Watch) 1982-2009

Donkey Kong Jr. (Game & Watch) 1982-2010

Donkey Kong II 1982

Donkey Kong Circus1984

Donkey Kong 3 (Game & Watch) 1984-2002

Donkey Kong Hockey 1984

Donkey Kong (Game Boy) 1994-2025

Donkey Kong Land 1995-2024

Donkey Kong Land 2 1996-2024

Donkey Kong Land III 1997-2024

DK: King of Swing 2005

Donkey Kong: Jungle Climber 2005

DONKEY KONG GAMER

Donkey Kong 1981-2018

Donkey Kong is one of the most iconic and important arcade games in video game history.

Here are the key details about the game:

Key Facts

Release Year: 1981
Developer: Nintendo
Designer: Shigeru Miyamoto (his debut game)
Historical Significance: It pioneered the platform game genre by being the first to feature jumping to clear obstacles and gaps, setting the template for countless games to follow.

Characters & Plot

The game features three main characters, two of whom became global icons:

The Hero: Jump man (later renamed Mario).

In this game, he is a carpenter (not yet a plumber) attempting a rescue.

The Damsel: Lady (later renamed Pauline).

She is the protagonist's girlfriend who has been kidnapped.

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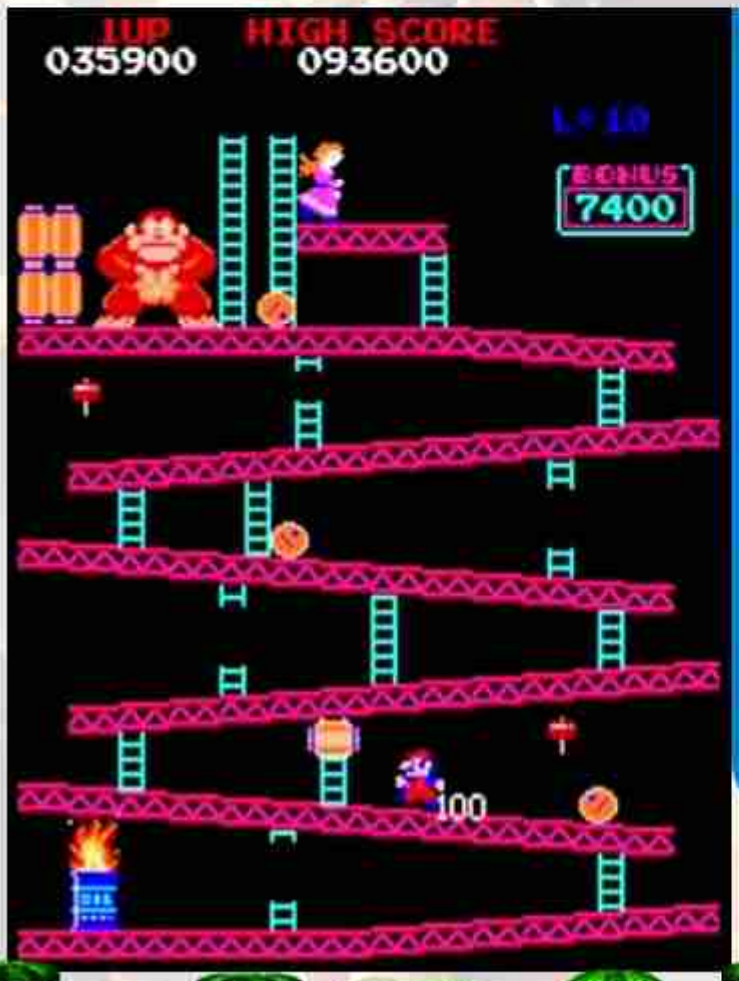
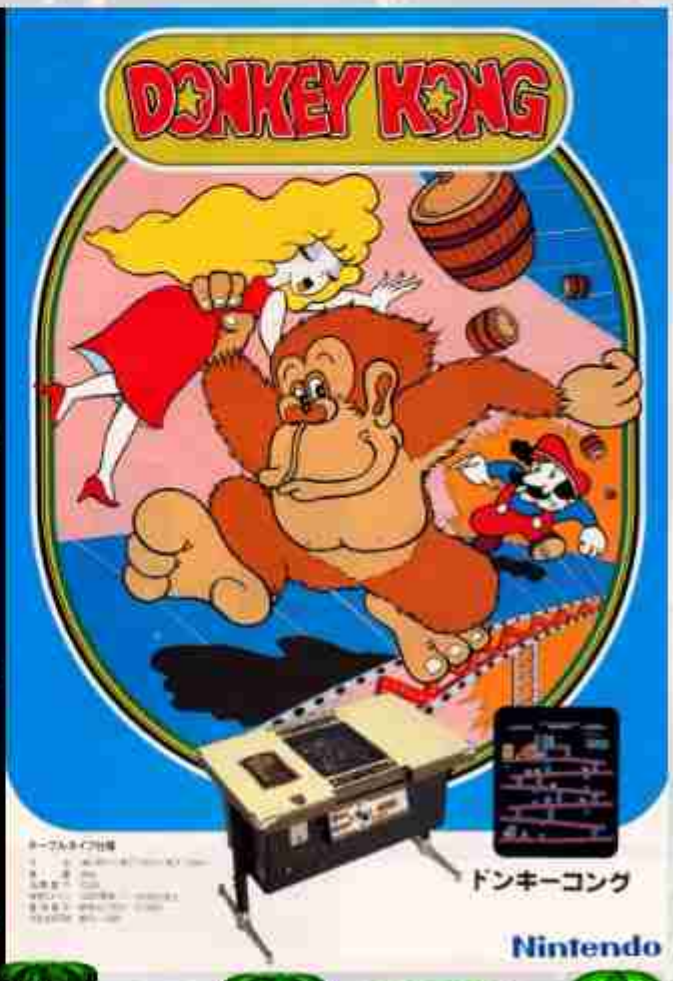
Donkey Kong 1981-2018

Antagonist: Donkey Kong.

He is a giant, rampaging ape (who is actually the character later known as Cranky Kong in the Donkey Kong Country* series).

The plot is simple: The player, as Jump man/ Mario, must ascend a construction site to rescue Pauline, who has been carried to the top by the escaped ape, Donkey Kong.





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Donkey Kong 1981-2018

Gameplay & Levels

The gameplay is focused on maneuvering the hero across a series of platforms, climbing ladders, and timing jumps to avoid obstacles.

The original arcade version has four distinct stages that loop with increasing difficulty:

1. **25 m ("Barrels"): Mario must climb a structure of crooked girders and ladders, jumping over rolling barrels and avoiding fireballs thrown by Donkey Kong.**

2. **50 m ("Factory" or "Pie Factory"): Mario must navigate a structure with moving conveyor belts carrying cement pans (often mistaken for pies) and avoid more fireballs.**

3. **75 m ("Elevators"): This stage requires Mario to ride up and down elevators while dodging bouncing spring weights and fireballs.**

4. **100 m ("Rivets"): The final stage of the level loop, where Mario must remove eight rivets supporting the structure that Donkey Kong is standing on.**

DONKEY KONG GAMER

Donkey Kong 1981-2018

Removing the last rivet causes the ape to fall, completing the level and reuniting Mario and Pauline.

Objective: Score points by leaping over obstacles, collecting bonus items (like Pauline's hat, purse, and umbrella), smashing objects with the temporary Hammer power-up, and finishing each screen.

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Donkey Kong II (1983)

This is an older, distinct game released as part of the Game & Watch Multi Screen handheld series.

It is an indirect sequel to the original Donkey Kong Game & Watch game, following Donkey Kong Jr. as he tries to free his dad, Donkey Kong, from Mario (the antagonist in this series).

DONKEY KONG GAMER

Donkey Kong Jr. 1982-2018

Donkey Kong Jr is a classic arcade game released by Nintendo in 1982.

It's notable for a few key reasons, especially in how it reversed the roles from the original Donkey Kong game.

The Story

Role Reversal: In a unique twist, the original hero,Mario, is now the villain.

The Plot:
Donkey Kong has been captured and locked in a cage by the vengeful Mario.

The Hero:You play as Donkey Kong Jr the son, who must brave obstacles to rescue his father Donkey Kong.

Game-play & Mechanics

The game is a single-screen platformer with a strong emphasis on climbing:

Objective: In the first three stages, you must climb to the top to grab a key to free your father's cage from Mario's grip.

DONKEY KONG GAMER

Donkey Kong Jr. 1982-2018

In the final stage, you must push six keys into locks to free Donkey Kong.

Movement:
Donkey Kong Jr. can run, jump, and, most importantly, climb vines, ropes, and chains.

Climbing Speed: He climbs faster while holding two vines simultaneously but descends slower.

He climbs slower but descends faster while holding just one vine, which is crucial for quick dodging.

Attacking: Junior's only offensive move is to touch a piece of fruit like (bananas or grapes) hanging in the level.

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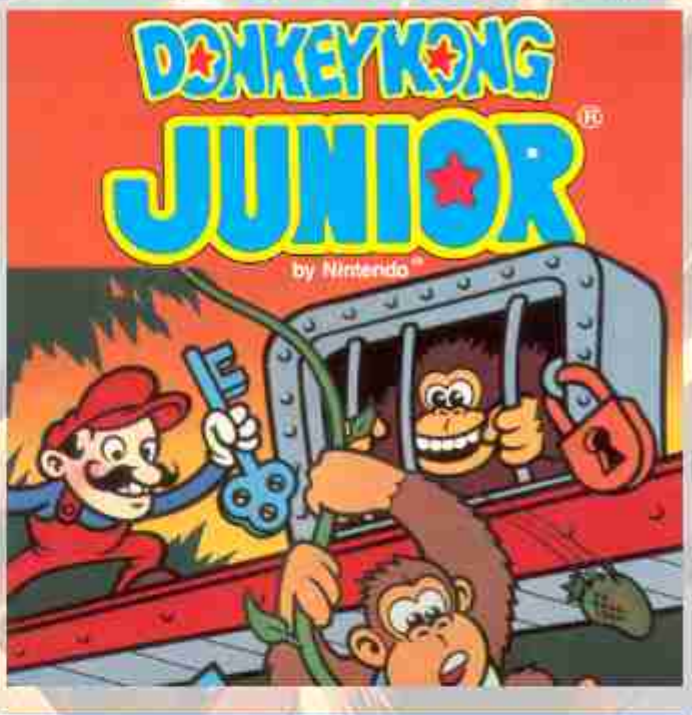
Donkey Kong Jr. 1982-2018



This causes the fruit to drop straight down, defeating any enemies in its path for bonus points.

Enemies: Mario sends out various foes, including Snapjaws (bear-trap-like creatures), Nitpickers (birds), and Sparks (electric enemies).

It's a historically important game, as it's one of the few instances where Mario is explicitly the antagonist, and it further established Nintendo's platforming style.

DONKEY KONG

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Donkey Kong 3 1983-2018

Donkey Kong 3 is the final game in the original arcade trilogy!

Donkey Kong 3was released by Nintendo in 1983 and represented the biggest departure in gameplay for the series.

The Plot and Protagonist

New Hero: The player character is neither Mario nor Donkey Kong Jr.

but an exterminator named Stanley the Bugman.

The Setting: The action takes place entirely within Stanley's greenhouse garden.

The Conflict: Donkey Kong has climbed to the top of the greenhouse and is angrily shaking the platform he's standing on, causing a swarm of aggressive insects and bugs to descend and threaten Stanley's prized flowers.

Stanley's mission is to repel the bugs and scare off Donkey Kong.

DONKEY KONG 3

DONKEY KONG GAMER

Donkey Kong 3 1983-201

Gameplay & Genre Shift

Unlike the platforming of the first two games, Donkey Kong 3 is an action-shooter game.

Core Mechanic:
Stanley is armed with a spray can(often referred to as bug spray or pesticide).

You use the spray to defeat the swarms of bugs coming down from the ceiling.

Crucially, you also use the spray to push Donkey Kong upward towards the two beehives on the ceiling.

The main goal of each level is to force Donkey Kong off the screen by continuously spraying him and pushing him up to the top.

When he is fully pushed off the screen, you collect a Super Spray canister.

The Super Spray: A powerful canister of bug spray occasionally appears in the center of the stage.

Collecting this grants you an extended-range, more powerful spray for a limited time, making it much easier to push DK off the top.

DONKEY KONG

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Donkey Kong 3 1983-201

The Threat:
If Donkey Kong manages to descend to the bottom of the screen, or if the bugs destroy all five of Stanley's flowers located in the middle of the stage Stanley loses a life and the game is over.

Legacy

Donkey Kong 3 is often considered the black sheep of the original trilogy, as it was less commercially successful than its predecessors and drastically changed the gameplay.

It is notable for introducing Stanley the Bugman, who never became a major Nintendo character but has had cameo appearances in later games (like a trophy in Super Smash Bros. Melee).

Like the previous two games, Donkey Kong 3 loops indefinitely after the final stage, repeating the sequence at a higher difficulty, though it does not suffer from the famous "kill screen" found in the original Donkey Kong.

DONKEY KONG 3

DONKEY KONG

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Donkey Kong: Jungle Fever 2005 – Arcade

That's a great question, as Donkey Kong: Jungle Fever is a more obscure title in the Donkey Kong franchise!

It was an arcade game released in 2005, but it was a very different kind of game than the main Donkey Kong titles.

💰 Genre and Platform

Genre: It is a medal game(also known as a token or coin pusher game), which are very popular in Japanese arcades.

It falls under the Gambling/Miscellaneous category.

Platform: Arcade (Released only in Japan).

Developer/Publisher: Capcom, in collaboration with Nintendo.

🎮 Gameplay Style

Instead of being a platformer like the main series.

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Donkey Kong: Jungle Fever 2005 – Arcade

The game's objective is to win as many tokens (or medals) as possible.

Inspired by Jungle Beat: The game re-uses a lot of characters, graphics, and themes from the Nintendo Game Cube title, Donkey Kong Jungle Beat, which was also released in 2005.

Mini-Games: Players participate in various mini-games that emulate the action of Jungle Beat, such as: Beating up enemies and bosses. Collecting Bananas.

The goal of these mini-games is to earn payouts in the form of medals/tokens.

Place in the Series

Donkey Kong: Jungle Fever served as a spin-off and a way to capitalize on the popularity of the Donkey Kong Jungle Beat concept in Japanese arcades.

It was followed by a sequel, also an arcade medal game, titled Donkey Kong: Banana Kingdom, released in 2006.

The machine itself was quite large, designed to house the mechanics for dispensing medals and tokens.

DONKEY KONG GAMER

Donkey Kong: Banana Kingdom 2005 – Arcade

It's easy to confuse the two arcade games!

Donkey Kong: Banana Kingdom was actually released in 2006, not 2005, and is the sequel to Donkey Kong: Jungle Fever.

Game Overview

Detail	Information
Release Year	2006 (Not 2005)
Platform	Arcade (Japan-only)
Genre	Medal Game (Coin Pusher)
Developer/Publisher	Capcom
Predecessor	Donkey Kong: Jungle Fever(2005)

Arcade Gameplay

Like its predecessor, Banana Kingdom is a six-player coin pusher medal machine designed for Japanese arcades.

Goal: The core objective is to win a large payout of physical medals/tokens by getting Donkey Kong through various challenges and mini-games.

DONKEY KONG

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Donkey Kong: Banana Kingdom 2005 – Arcade

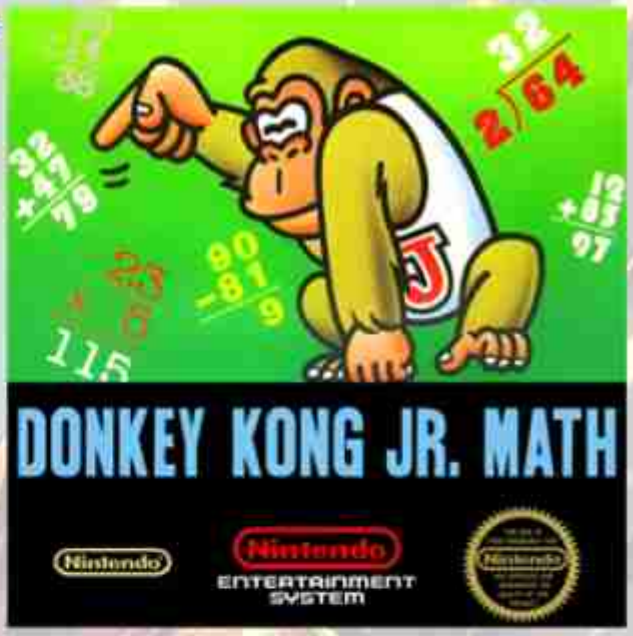
Machine Size: It is described as a much larger medal game than Jungle Fever, accommodating up to six players for a group experience.

Source Material: It reuses assets and themes from the Nintendo Game Cube game, Donkey Kong Jungle Beat, integrating those elements into the gambling/mini-game format.

These "medal games" are a niche genre outside of Japan, which is why information on both Jungle Fever and Banana Kingdom is often limited.

DONKEY KONG GAMER

Donkey Kong Jr. Math 1983-2024



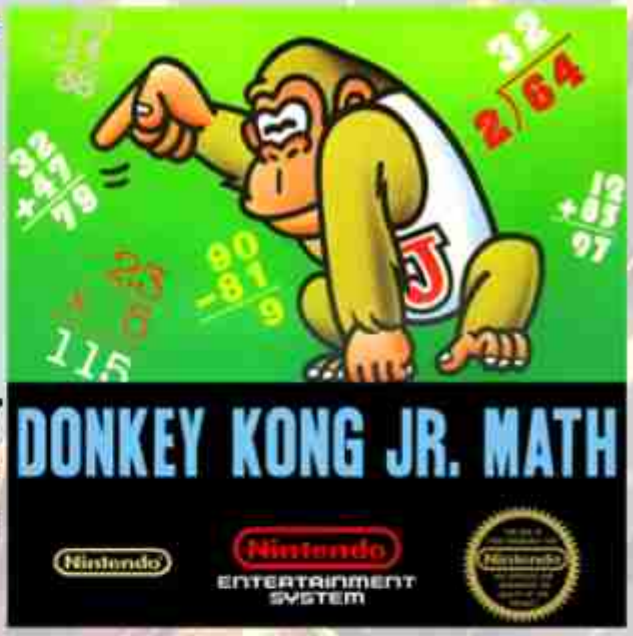
Donkey Kong Jr. Math is a 1983 edutainment video game released for the Nintendo Entertainment System (NES), known as the Famicom in Japan.

Game Details

Detail	Information
Release Year (JP)*	December 12, 1983 (One of the very first games for the Famicom)
Release Year (NA)	June 1986
Platform	Nintendo Entertainment System (NES) / Famicom
Genre	Edutainment, Educational Platformer
Developer/Publisher	Nintendo R&D2 / Nintendo
US Series	The only game in Nintendo's short-lived "Education Series" of NES games in North America.

DONKEY KONG GAMER

Donkey Kong Jr. Math 1983-2024



Gameplay

The game uses the basic level design and graphics of the arcade game Donkey Kong Jr. but substitutes the typical platforming action for mathematical challenges.

Objective: Players control Donkey Kong Jr. (and a second player in the two-player mode) to solve arithmetic problems set by his father, Donkey Kong.**

Solving Problems: Donkey Kong displays a mathematical equation (e.g., $10 + 5 =$?).

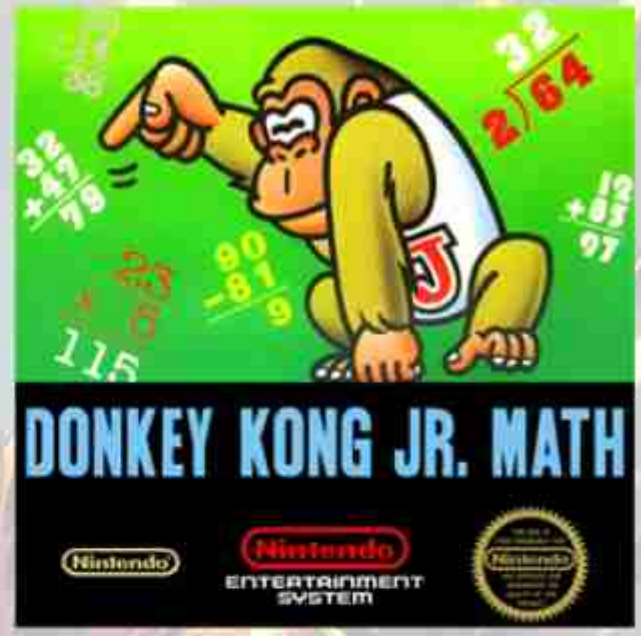
Players must quickly climb vines and chains to collect numbers and symbols scattered across the screen to form the correct answer.

Modes: It features modes for addition/subtraction and multiplication/division practice.

The two-player "Calculate B" mode turns it into a competitive race to solve the problem first.

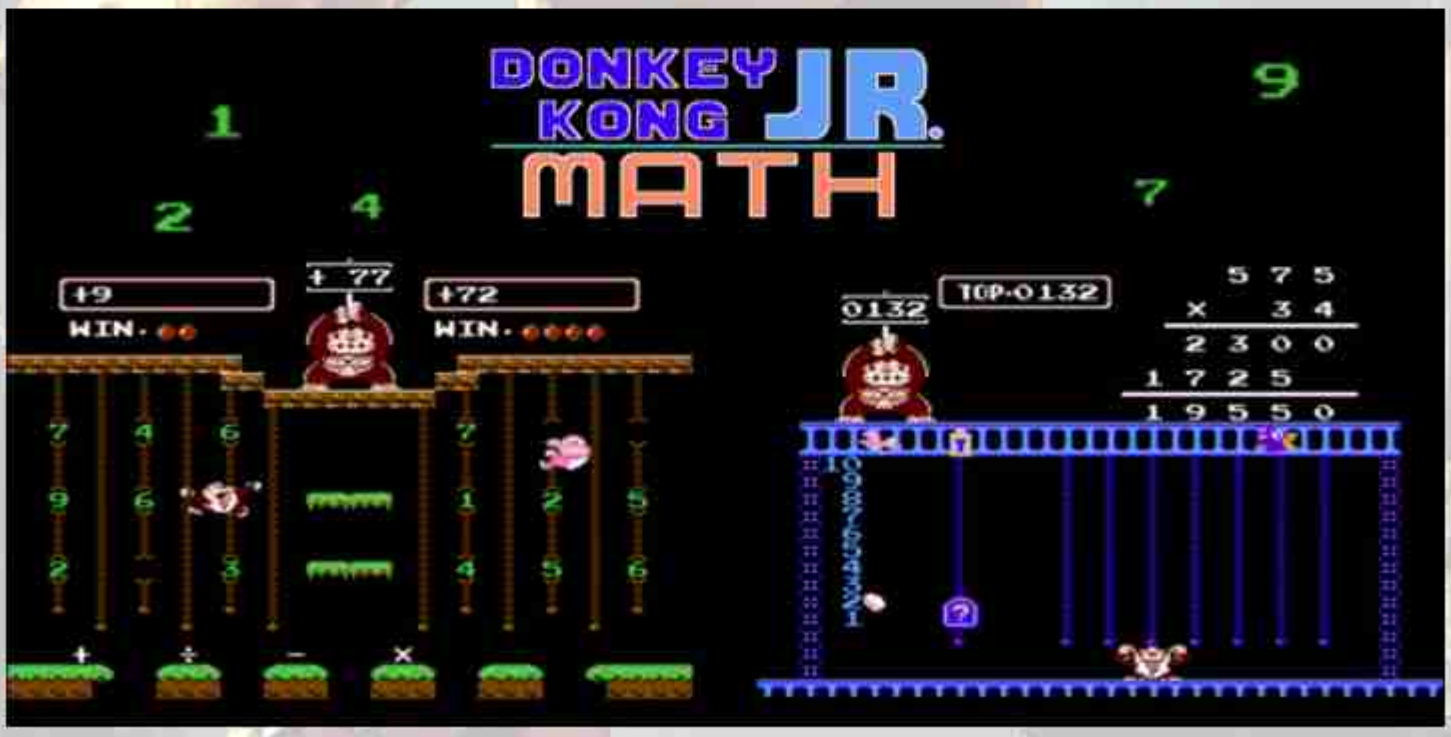
DONKEY KONG GAMER

Donkey Kong Jr. Math
1983-2024
? Legacy



Rarity: Despite its poor reception, Donkey Kong Jr. Math is considered a curiosity and is often a collectible among original NES "Black Box" titles, with complete-in-box copies being quite valuable.

Re-releases: Due to its status as an early Nintendo title, it has been re-released on modern systems, including the Wii and Wii U Virtual Console, and Nintendo Switch Online.



DONKEY KONG

Donkey Kong Country 1994-2020

Donkey Kong Country for the Super Nintendo Entertainment System (SNES) in 1994 was a revolutionary game that completely redefined the franchise and the 16-bit console generation.

Game Overview

Detail	Information
Official Title	Donkey Kong Country (Known as Super Donkey Kong in Japan)
Release Year	1994
Platform	Super Nintendo Entertainment System (SNES)
Developer	Rare (Rareware)
Publisher	Nintendo
Characters	Donkey Kong and his nephew, Diddy Kong
Antagonist	King K. Rool and his army, the Kremlings
Goal	Recover the stolen banana hoard.

- **Technical Innovation (Pre-rendered Graphics).**

DONKEY KONG

DK

GAMER

Donkey Kong Country
1994-2020

The most striking feature of Donkey Kong Country was its graphics, which were ground-breaking for the time:

ACM (Advanced Computer Modeling) Graphics: rare used powerful Silicon Graphics workstations to create 3D models of the characters and environments.

These models were then pre-rendered into 2D sprites and backgrounds and compressed onto the SNES cartridge.

A New Look: This technique gave the game a depth and visual richness that made it look "next-generation" compared to other sprite-based 16-bit games, helping the SNES compete with the newly released 32-bit consoles.

Gameplay Features

Duo System: You primarily control two characters:

Donkey Kong: The larger, stronger gorilla who can defeat enemies more easily and perform the "hand slap."

DONKEY KONG

Donkey Kong Country
1994-2020

Diddy Kong: The faster, more agile monkey who can run and jump quickly.

The second Kong runs alongside you and acts as an extra hit point.

You can swap between them instantly.

Animal Buddies:
The game introduced several ride able animal friends, like Rambi the Rhinoceros, Enguarde the Swordfish, and Expresso the Ostrich, each with unique abilities.

Level Design:
It featured diverse levels, from jungle temples and underwater reefs to mine-cart levels and factories, all packed with secret bonus rooms and collectibles.

Music:
The soundtrack, composed by David Wise and others, is highly praised and atmospheric, featuring iconic tracks like "Aquatic Ambience" and "Gangplank Galleon."

DONKEY KONG

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Donkey Kong Country 1994-2020

Donkey Kong Country was a massive commercial and critical success, breathing new life into the Donkey Kong franchise and launching a celebrated trilogy on the SNES.

DONKEY KONG DK GAMER

Donkey Kong Country 2: Diddy's Kong Quest 1995-2020

Donkey Kong Country 2: Diddy's Kong Quest (often abbreviated as DKC2) is widely considered one of the greatest 2D platformers of all time and a high point of the SNES era.

🏴☠️ Game Essentials

Detail	Information
Official Title	Donkey Kong Country 2: Diddy's Kong Quest
Release Year	1995 (November in North America)
Platform	Super Nintendo Entertainment System (SNES)
Developer	Rare (Rareware)
Protagonists	Diddy Kong and his girlfriend, Dixie Kong
Plot	Diddy and Dixie must rescue Donkey Kong, who has been kidnapped by the new Kremling leader, Kaptain K. Rool.
Setting	Crocodile Isle, featuring a dark and atmospheric pirate theme.

DONKEY KONG

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Donkey Kong Country 2: Diddy's Kong Quest 1995-2020

Key Innovations and Improvements

New Duo and Mechanics:

Diddy Kong is a returning star, retaining his speed and agility.

Dixie Kong is a new playable character with a unique ability: she can spin her ponytail to hover/glide over long distances, adding a new dimension to platforming and secret hunting.

The Team-Up Throw mechanic allows one Kong to pick up the other and throw them in any direction, which is essential for reaching high platforms or hitting otherwise-invincible enemies.

Enhanced Collectibles:DKC2 * expanded on the original's hidden items with a rewarding completionist structure:

Kremkoins: Earned by beating challenging Bonus Stages.

They are used to pay a character named Klubba for access to the hidden, extremely difficult Lost World.

DONKEY KONG GAMER

Donkey Kong Country 2: Diddy's Kong Quest 1995-2020

DK Coins: A single hidden "DK Coin" is found in most levels, guarded by an enemy called Koin.

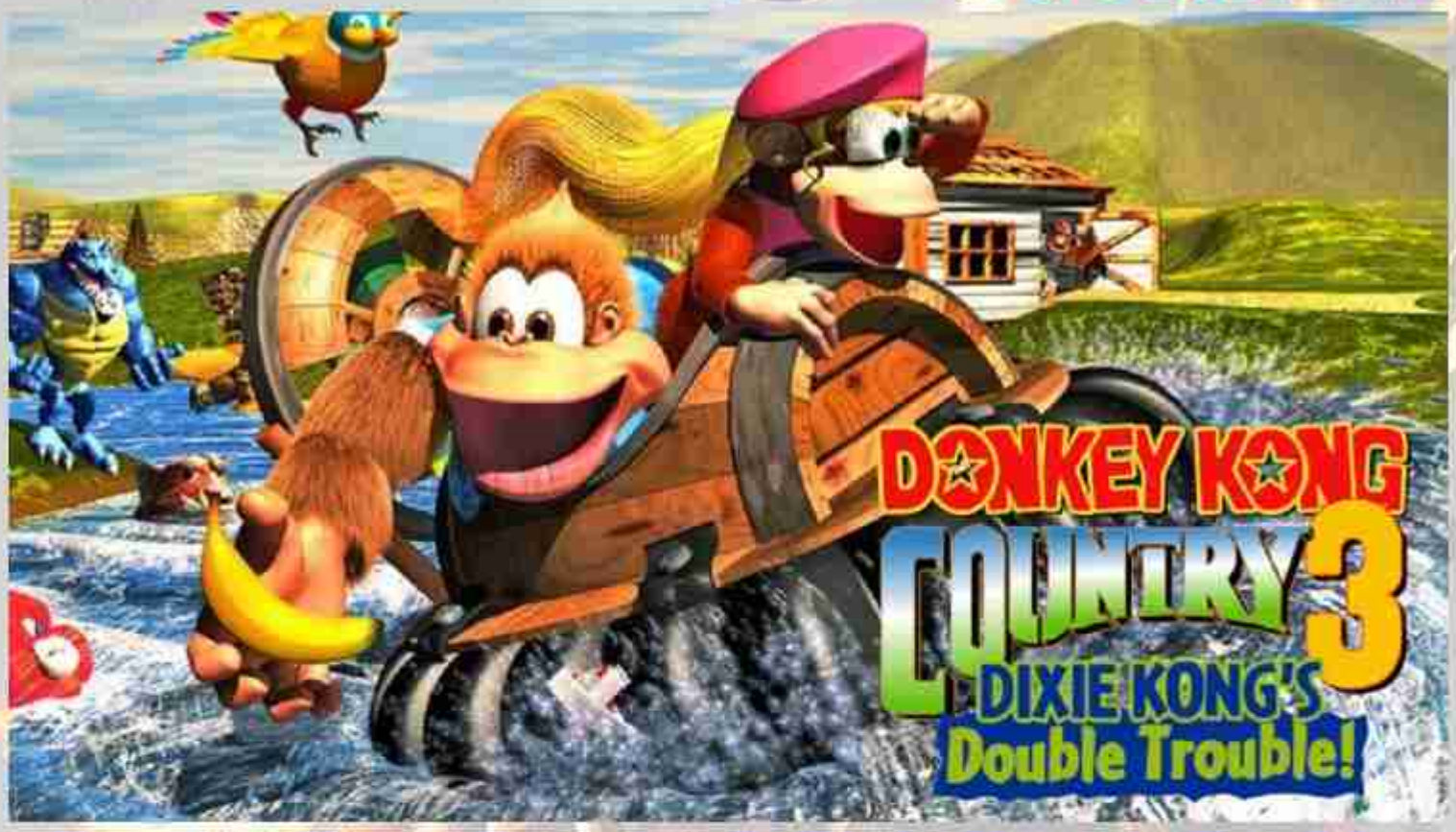
Collecting them unlocks the true final confrontation.

Level and Atmosphere: The game is famous for its darker, more atmospheric environments (like haunted ship decks, massive beehives, and volcanic swamps) and its higher overall difficulty and complexity compared to the first game.

Iconic Soundtrack:
The music is considered one of the best video game soundtracks ever.

Tracks like "Stickerbush Symphony," "Mining Melancholy," and "Aquatic Ambience" (from DKC1, but the DKC2 water level music is often praised too) are legendary.

Donkey Kong Country 2 is the pinnacle of the original trilogy due to its refined level design, challenging secrets, and outstanding atmosphere.



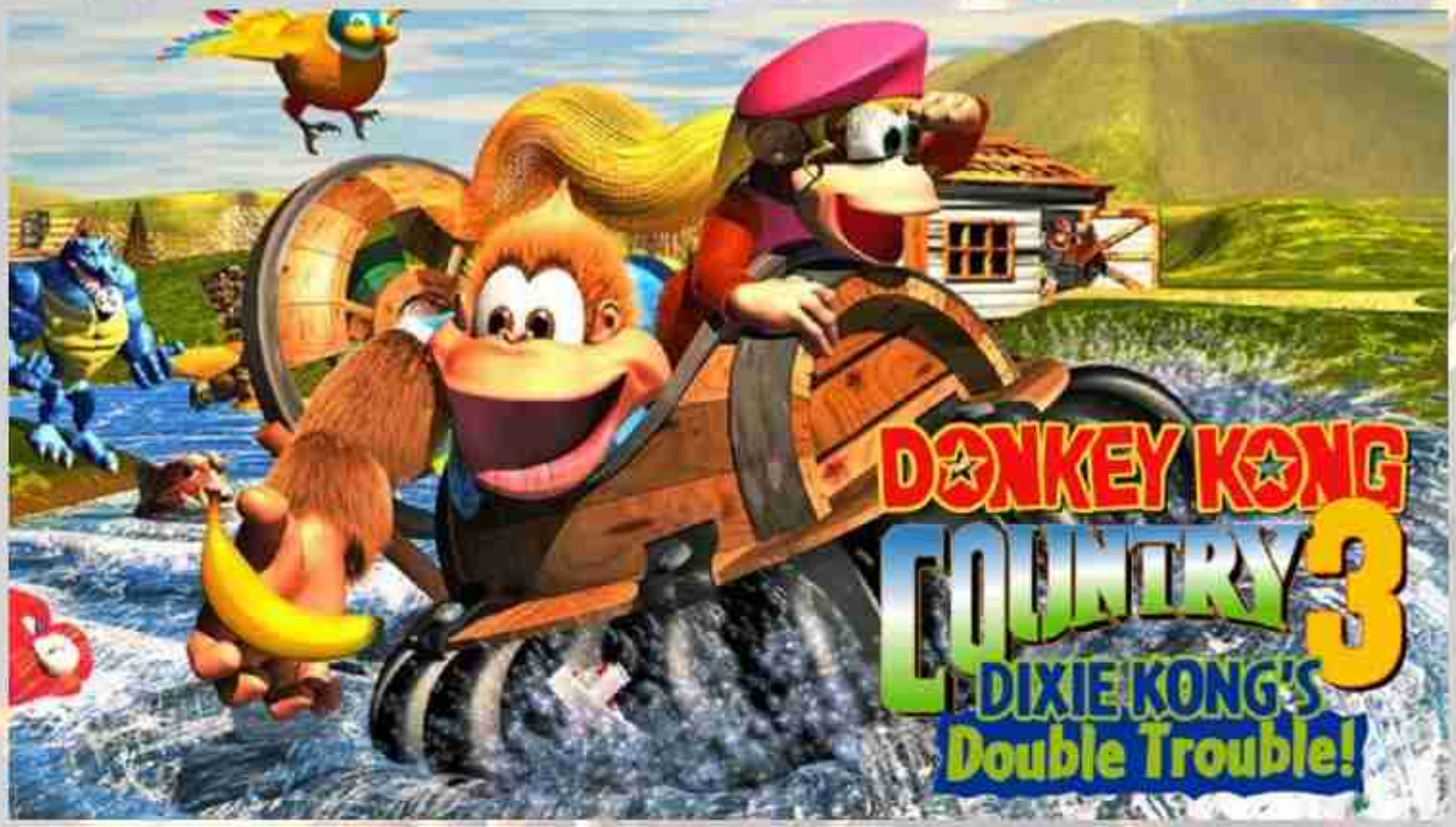
Donkey Kong Country 3: Dixie Kong's Double Trouble! 1996-2020

That is the third and final installment of the original, legendary trilogy!

Donkey Kong Country 3: Dixie Kong's Double Trouble! concluded the series on the Super Nintendo and is recognized for evolving the franchise's world and scale.

DONKEY KONG
COUNTRY 3
DIXIE KONG'S
Double Trouble!

DONKEY KONG DK GAMER



Donkey Kong Country 3: Dixie Kong's Double Trouble! 1996-2020

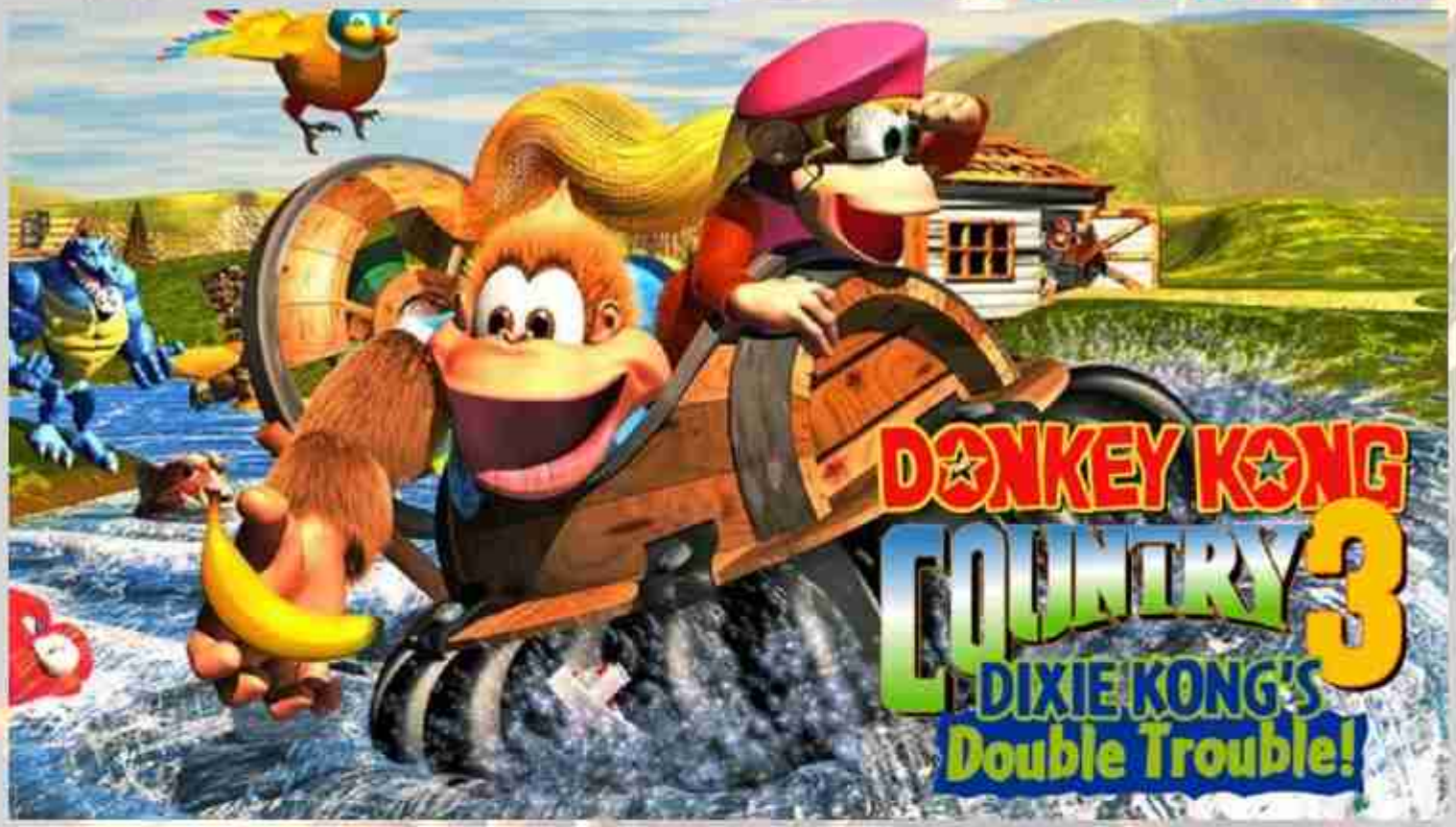
Game Essentials

Donkey Kong Country 3: Dixie Kong's Double Trouble!

| Release Year | 1996 | Platform | Super Nintendo Entertainment System (SNES) |
| Developer | Rare (Rareware)
|
| Protagonists | Dixie Kong and new partner, Kiddy Kong |

| Plot | Dixie Kong and her cousin, Kiddy Kong, must rescue both Donkey Kong and Diddy Kong, who have mysteriously vanished in the Northern Kremisphere.

DONKEY KONG GAMER



Donkey Kong Country 3: Dixie Kong's Double Trouble! 1996-2020

The Kremlings are now led by the mysterious Baron K. Roolenstein. |

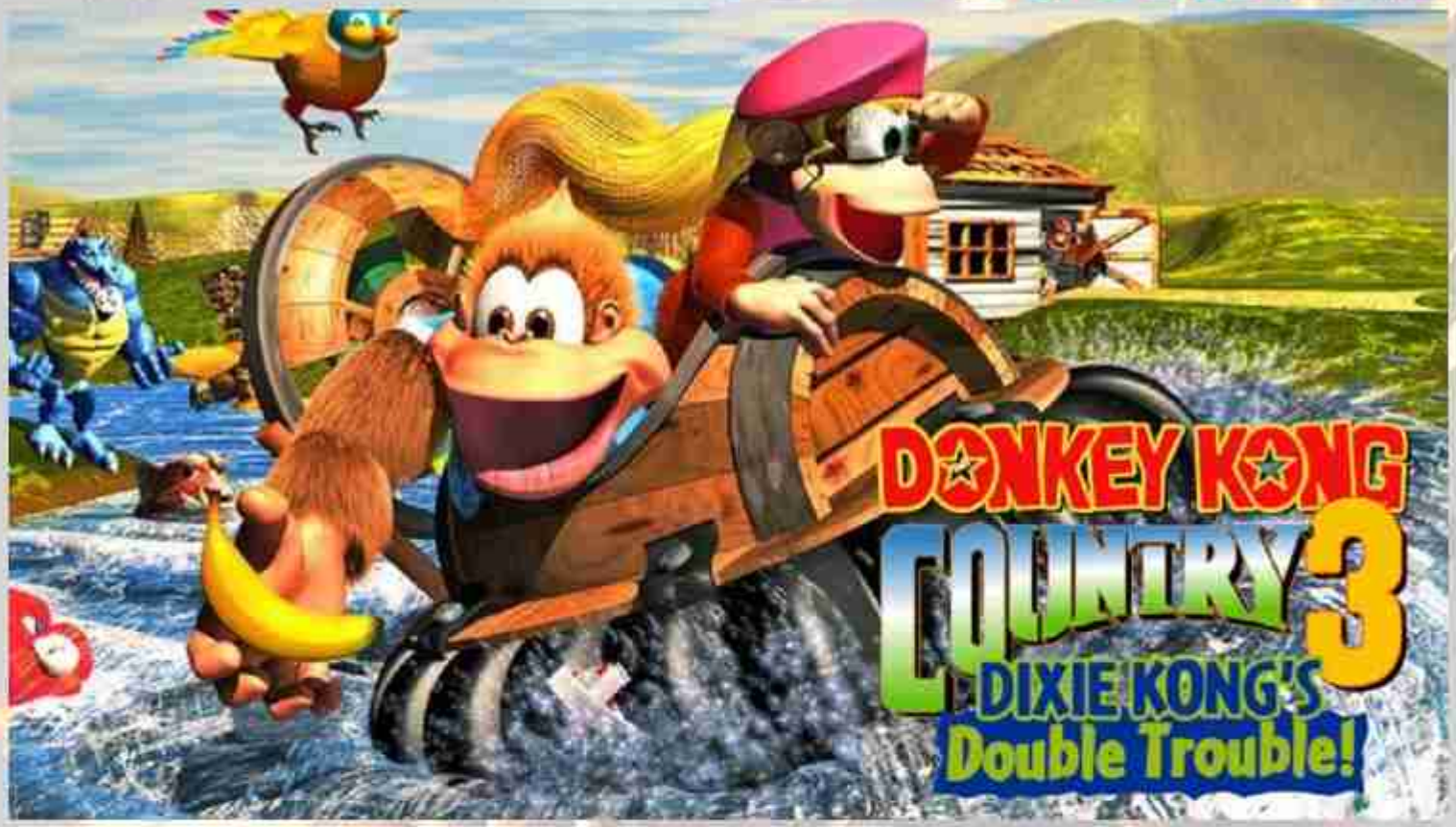
| Setting | The Northern Kremisphere, a less tropical setting featuring lakes, forests, mountain peaks, and industrial areas. |

Distinctive Features

New Partner, New Abilities:

Dixie Kong returns as the primary hero, retaining her essential ponytail hover/glide ability.

Kiddy Kong is introduced as a strong, heavier character.



Donkey Kong Country 3: Dixie Kong's Double Trouble! 1996-2020

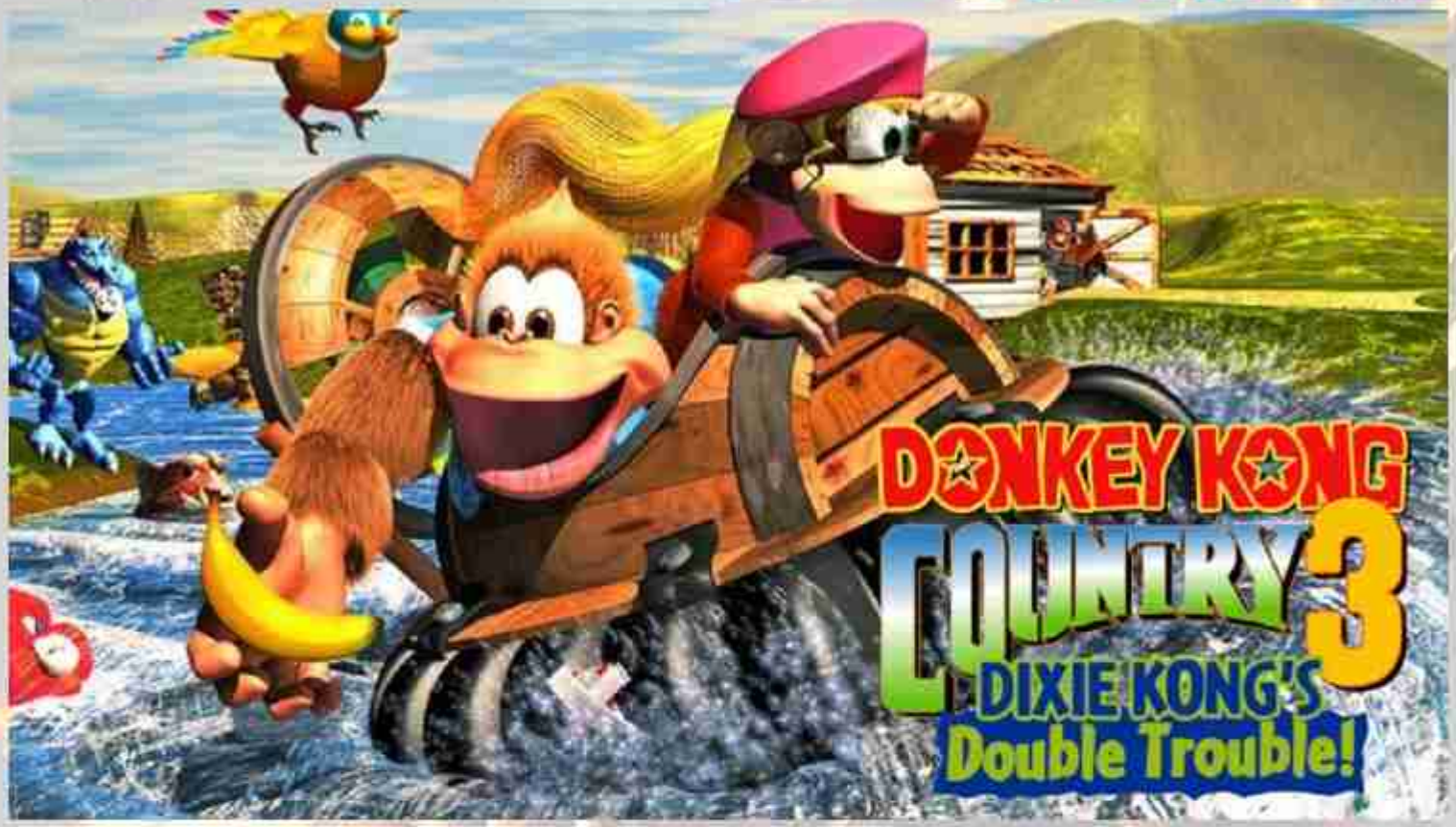
He can roll faster and smash through certain floors and cracked areas in the environment.

His unique move is the Water Skip throwing him across water, which is key for finding secrets.

Over-world Exploration: DKC3 significantly enhanced the world map.

Players control a boat (and later a hovercraft) that can be used to navigate a massive, non-linear environment, complete with secrets and hidden areas, making the game feel much larger and more like an adventure game.

DONKEY KONG DK GAMER



Donkey Kong Country 3: Dixie Kong's Double Trouble! 1996-2020

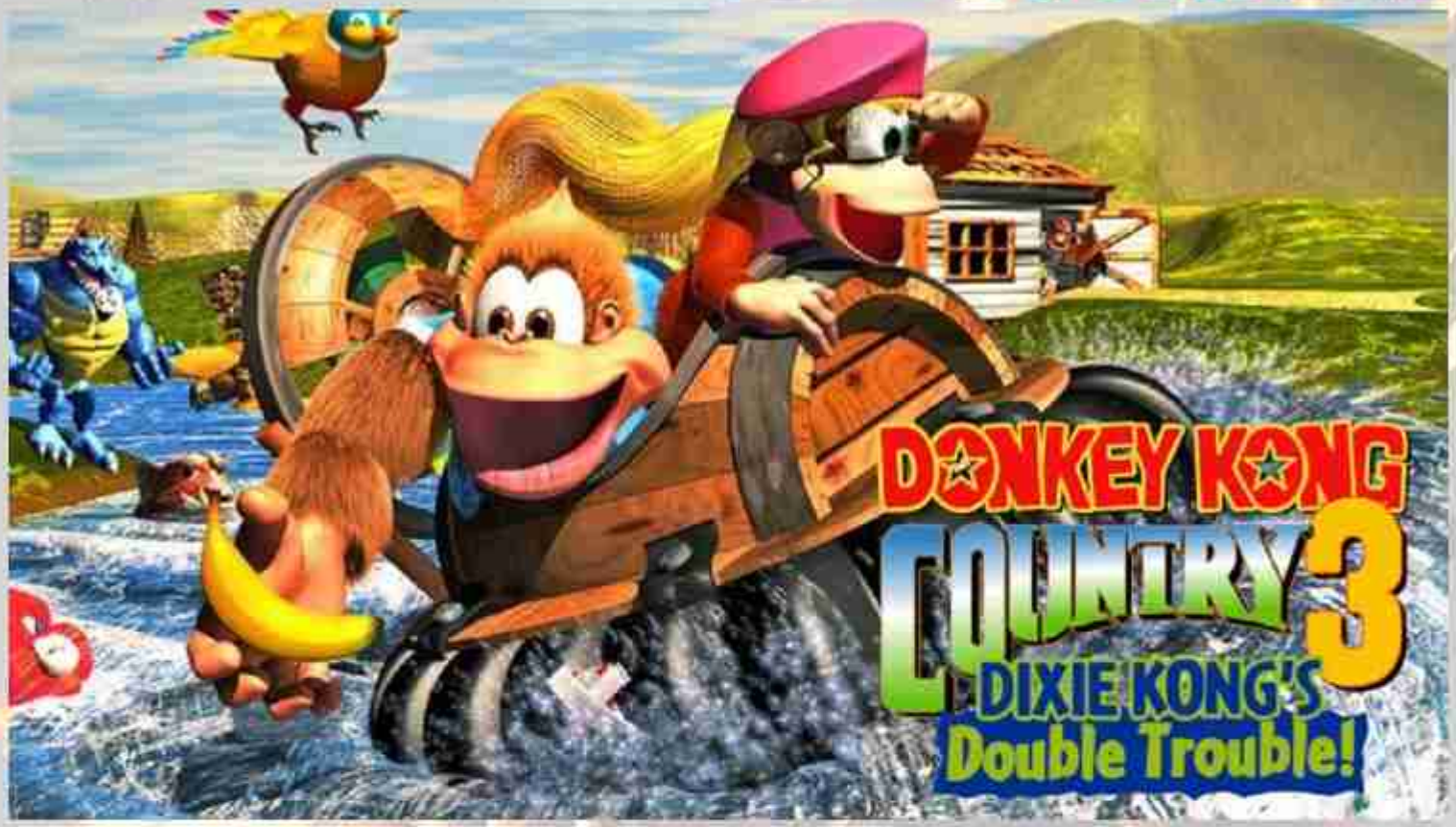
The Brothers Bear: A new cast of friendly bear characters are scattered across the Northern Kremisphere.

They act as None Playable Characters, providing tips, trading items, and helping the Kong's progress, often in exchange for collectible Bear Coins.

Collectibles and Secrets:
The focus on collectibles from DKC2 is expanded:

Kremkoins are still used to gain access to the challenging secret world, Krematoa.

DONKEY KONG GAMER



Donkey Kong Country 3: Dixie Kong's Double Trouble! 1996-2020

Banana Birds are a new collectible.

Finding all of them is necessary to unlock the game's true ending.

The Music maintains the moody, high-quality audio the series is known for, with tracks like "Nuts and Bolts" and "Treetop Tumble" being standouts.

Though sometimes overshadowed by its predecessor, Donkey Kong Country 3 is appreciated for its ambitious over world, new characters, and intricate secret hunting, serving as a powerful finale to the SNES trilogy.

DONKEY KONG DK GAMER

Diddy Kong Racing 1997-2007

Diddy Kong Racing is a celebrated kart-racing adventure game that was a critical and commercial hit for Rare and Nintendo.

Diddy Kong Racing (1997) - Nintendo 64

Detail	Information
Platform	Nintendo 64 (N64)
Release Date	November 1997
Developer	Rare (Rareware)

| Key Innovation |
It blended the kart-racing genre with a single-player Adventure Mode set in an open hub world, where players had to collect Golden Balloons to unlock new tracks and worlds.

| Unique Gameplay |
Players could race in three distinct vehicles: a Car, a Hovercraft, and an Aeroplane.

Tracks often dictated which vehicle was used, adding variety.

DONKEY KONG GAMER

Diddy Kong Racing 1997-2007

| Plot | Diddy Kong and his friends, led by Timber the Tiger, must defeat the evil intergalactic pig wizard, Wizpig, by beating him in a series of races. |

| Legacy Characters |
The N64 version is famous for introducing two characters who would go on to star in their own major franchises: Banjo (from Banjo-Kazooie) and Conker (from Conker's Bad Fur Day). |

Diddy Kong Racing DS (2007) - Nintendo DS

| Detail | Information |

| Platform | Nintendo DS (DS) |
| Release Date | February 2007 |
| Developer | Rare (Published by Nintendo) |

| Key Changes |
This version was a fully updated remake that utilized the DS's hardware, including the dual screens, microphone, and touch screen. |

DONKEY KONG GAMER

Diddy Kong Racing 1997-2007

| Character Roster |

Due to Rare being acquired by Microsoft in 2002, Banjo and Conker were replaced with other characters from the Donkey Kong universe: Dixie Kong and Tiny Kong.

| New Features |

Added online multiplayer via the Nintendo Wi-Fi Connection, new customizable features, and challenges that used the touch-screen/ microphone controls. |

Diddy Kong Racing stood out from its competitors (like Mario Kart 64) due to its unique combination of multiple vehicle types and an exploration-focused Adventure Mode, earning it a place as one of the N64's most cherished titles.

DONKEY KONG GAMER

Donkey Kong 64 1999

Donkey Kong 64 is one of the most ambitious and content-heavy platform games for the Nintendo 64.

Developed by Rare, this was the Donkey Kong franchise's first foray into the 3D platform genre, following in the footsteps of games like Super Mario 64 and Rare's own Banjo-Kazooie.

Donkey Kong 64 (1999) - Key Details
The Game and Hardware
Platform: Nintendo 64 (N64)
Developer: Rare (Rareware)
Release Date: November 22, 1999 (North America) Requirement: The game was one of the few N64 titles that required the Expansion Pak(a 4MB RAM upgrade) to run.

This allowed for larger worlds, more detailed graphics, and greater visual effects.

DONKEY KONG GAMER

Donkey Kong 64 1999

Plot and Gameplay

The story is classic Donkey Kong: The villainous King K. Rool has kidnapped Donkey Kong's friends and is threatening to destroy DK Isle with his massive doomsday weapon, the Blast-o-Matic.

The game is a massive 3D "collect-a-thon" that requires players to use five different playable Kong characters to explore eight themed worlds.

Donkey Kong 64 1999

Playable Kongs & Their Abilities

Character	Primary Color	Unique Abilities
Donkey Kong	Yellow	Can use levers, fire the Coconut Gun, and use the Bongos instrument.
Diddy Kong	Red	Can use the Jet Barrel to fly short distances and the Peanut Popguns.
Lanky Kong	Blue	Can float/glide (Oompa-Loompa Walk) and inflate his arms for a long reach.
Tiny Kong	Purple	Can shrink to fit into small holes (Mini Monkey) and hover with her ponytail (Pony Tail Twirl).

DONKEY KONG

GAMER

Donkey Kong 64 1999

| Chunky Kong | Green | The powerhouse; can lift heavy objects, turn invisible, and grow huge (Hunky Chunky). |

The Famous Collectibles

A major part of the game is its focus on collecting items, which critics both praised for providing depth and criticized for being overwhelming.

Golden Bananas:

The main collectible used to unlock new levels. Each of the five Kongs has five to collect in every world (a total of 200).

DONKEY KONG

GAMER

DONKEY KONG 64

Donkey Kong 64 1999

Colored Bananas:
100 per Kong per level
(500 total per level).

These are required to access that world's boss with the specific Kong.

Blueprints: Found by defeating special enemies(Kasplats).

Used to obtain an additional Golden Banana from the weasel, Snide.

The game is well-remembered for its opening sequence featuring the iconic "DK Rap."

DONKEY KONG 64

DONKEY KONG GAMER

Donkey Konga 2003

Donkey Konga (2003) - The Rhythm Game

Platform: Nintendo Game Cube
Developer: Namco
(creators of the Taiko no Tatsujin series)

Release Date: December 12, 2003 (Japan) It was released internationally in 2004 (North America in September, Europe in October).

Genre: Rhythm/Music Game

The DK Bongos Controller,
The defining feature of Donkey Konga is the DK Bongos accessory.

Donkey Konga 2003

This controller, which came bundled with the game, consists of two small bongo drums and a built-in microphone.

Gameplay Input: Players hit the Left Drum, the Right Drum, both drums simultaneously, or make a Clap which the microphone picks up) in time with the scrolling musical notes on the screen.

DONKEY KONG GAMER

Donkey Konga 2003

Goal: Successfully hitting the notes with accurate timing earns coins and aims for a high score.

Gameplay and Music

The core gameplay mechanic is similar to Namco's Taiko no Tatsujin series, adapted for the bongo input.

Song List: The game features a track-list that includes a mix of famous pop songs, classical music, and themes from other Nintendo games like the Super Mario Bros and The Legend of Zelda Theme.

Donkey Konga 2003

Crucially, the song lists varied significantly by region (Japan, North America, and Europe) due to licensing.

Legacy

Donkey Konga was a success and spawned two sequels:

1. **Donkey Konga 2 (2004/2005)**
2. **Donkey Konga 3: Tane mo Tsukamu Dake! (2005, Japan-only release)**

The DK Bongos controller was also used for the innovative action-platformer Donkey Kong Jungle Beat (2004), where hitting the drums controlled Donkey Kong's movement and attacks.

DONKEY KONG GAMER

Donkey Konga 2 2003

It is a common point of confusion, but Donkey Konga 2 was not released in 2003.

The most likely reason for the confusion is that the first game, Donkey Konga, launched in Japan in December 2003.

Donkey Konga 2 came out the following year:

Title	First Release Date (Japan)	Platform
Donkey Konga	December 12, 2003	Nintendo Game Cube
Donkey Konga 2	July 1, 2004	Nintendo Game Cube

The sequel was then released in North America in May 2005 and Europe in June 2005.

It's an easy mistake to make, as the original game launched late in 2003.

DONKEY KONG DK GAMER

Donkey Kong Jungle Beat 2004-2008

The year 2004 marks the original, historic release of Donkey Kong Jungle Beat on the Nintendo Game Cube.

Initial Release Date: December 16,2004 (in Japan).

Platform: Nintendo Game Cube.

Controller: It was designed specifically to be played with the DK Bongos controller, the same peripheral used for Donkey Konga.

Tapping the drums controlled movement, and clapping controlled actions like jumping and the "Sound Wave Attack."

DONKEY KONG DK GAMER

Donkey Kong Jungle Beat 2004-2008

The Significance of the 2004 Release

This game was notable for several reasons when it launched in 2004:

1. **A Return to Platforming: It was the first traditional console platformer starring Donkey Kong that was developed internally by Nintendo since Rare's departure from the franchise.**

2. **The Birth of a New Studio: It was the debut project from Nintendo EAD Tokyo, the development team that would go on to create the highly acclaimed Super Mario Galaxy series, refining many of the innovative physics and concepts introduced in Jungle Beat.**

Donkey Kong Jungle Beat 2004-2008

3. New Rating: It was the first video game to receive the new E10+ (Everyone 10+) rating from the ESRB in North America when it launched there in 2005.

The time frame of 2004–2008 perfectly captures the initial release of Donkey Kong Jungle Beat on Game Cube and its re-release on the Wii.

Donkey Kong Jungle Beat Release Timeline

Version	Console	First Release Date	Key Detail
Original Game	Nintendo Game Cube	December 16, 2004 (Japan)	Primarily played using the DK Bongos controller.

DONKEY KONG GAMER

Donkey Kong Jungle Beat 2004-2008

The game was an innovative 2.5D platformer and the debut title for Nintendo's EAD Tokyo studio which later developed Super Mario Galaxy. |

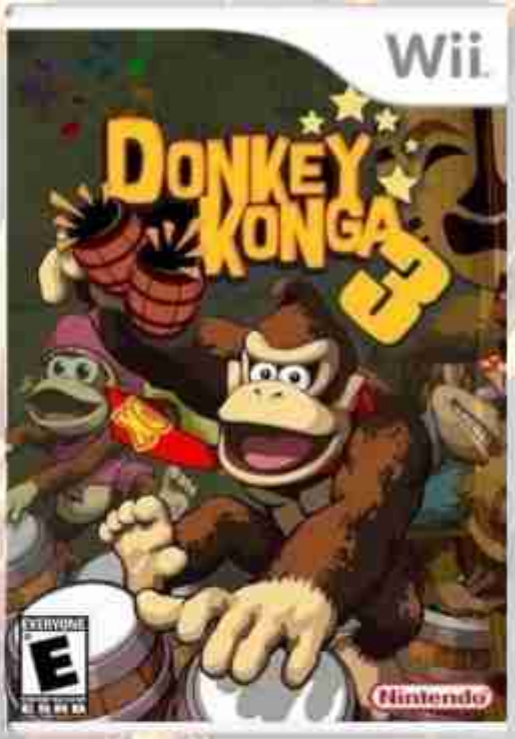
| Western Releases | Nintendo Game Cube | February 2005 (Europe), March 2005 (North America) | The game was released globally throughout early 2005. |

| Re-release | Nintendo Wii | December 11, 2008 (Japan) | Re-released as part of the New Play Control\! series.

This version removed the DK Bongo control scheme and was retooled for the Wii Remote and Nunchuk, including some modified levels and content. |

DONKEY KONG GAMER

Donkey Konga 3: Tabe-houdai! Haru Mogitate 50 Kyoku



Donkey Konga 3: Tabe-houdai! Haru Mogitate 50 Kyoku is the third and final installment in the rhythm game series that utilized the DK Bongos controller.

Here are the key details about this specific title:

Title Meaning: The subtitle translates roughly to "All-you-can-eat! Springtime Freshly-Picked 50 Songs."

The game actually featured a total of 57 songs.

Platform: Nintendo Game Cube.
Developer: Namco.
Release Date: March 17, 2005.

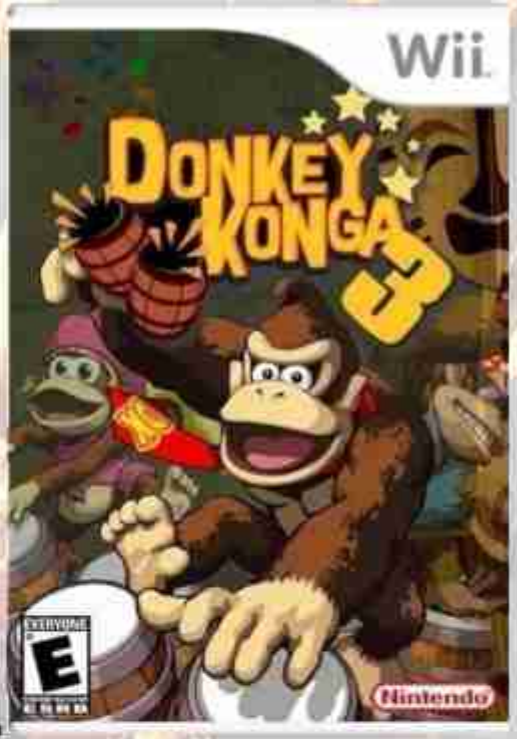
Exclusivity: This game was only released in Japan.

It never received an official localization or release in North America, Europe, or other territories, making it an exclusive title for Japanese Game Cube owners.

Like its predecessors, the gameplay required players to hit the DK Bongos and clap to the rhythm of the music.

DONKEY KONG GAMER

Donkey Konga 3: Tabe-houdai! Haru Mogitate 50 Kyoku



Like its predecessors, the gameplay required players to hit the DK Bongos and clap to the rhythm of the music.

The track list consisted of a variety of songs, including Japanese pop, classical music, and themes from other Nintendo games like Super Mario Bros. 3 and Fire Emblem.

DONKEY KONG DK GAMER

Donkey Kong Barrel Blast 2007

The year 2007 is when the racing game Donkey Kong Barrel Blast (known as Donkey Kong Jet Race in Europe) was released on the Wii console.

Game Overview

Detail	Information
Platform	Wii
Developer	Paon
North America Release	October 8, 2007
Japan Release	June 28, 2007
Genre	Racing, Vehicular Combat

DONKEY KONG DK GAMER

Donkey Kong Barrel Blast 2007

The Switch from Game Cube

The most significant aspect of Donkey Kong Barrel Blast*'s 2007 release is its transition from a different console and control scheme:

Original Plan (Game Cube):
The game was initially developed for the Nintendo Game Cube under the working title DK: Bongo Blast.

It was intended to be played using the DK Bongos controller, similar to Donkey Kong Jungle Beat and the Donkey Konga series.

DONKEY KONG GAMER

Donkey Kong Barrel Blast 2007

Final Release (Wii):

Due to the launch and popularity of the Wii, development was shifted to the new console.

The control scheme was changed to use the Wii Remote and Nunchuk.

Players race by shaking the controllers in a drumming motion to gain speed and tilting them to steer.

The final Wii version used the motion controls instead of the bongos, a shift that was often cited in reviews as one of the game's weaker points.

DONKEY KONG DK GAMER

Donkey Kong Country Returns 2010-2025

Donkey Kong Country Returns was a major title for the Wii in 2010, marking a critically acclaimed return to form for the classic 2D platforming series.

Game Facts | Detail | Information |

| Platform | Wii |
| Developer | Retro Studios (known for the Metroid Prime trilogy) |
| Initial Release Date | November 21, 2010 (North America) |
| Genre | Side-scrolling 2D Platformer |
| Co-op | Two-player local co-op (Donkey Kong and Diddy Kong) |
| Villains | The Tiki Tak Tribe (a new group of mind-controlling tikis) |

DONKEY KONG GAMER

Donkey Kong Country Returns 2010-2025

Key Features of the Wii Version

Return to 2D: It was the first traditional Donkey Kong Country game since the Super Nintendo era, reviving the signature run, jump, and barrel-blast mechanics.

2.5D Visuals: The game uses 3D models and environments while retaining 2D side-scrolling gameplay, allowing for visually dynamic moments where the action shifts between the foreground and background.

Wii Motion Controls: The original Wii version required players to shake the Wii Remote to perform key actions like rolling and ground-pounding.

DONKEY KONG DK GAMER

Donkey Kong Country Returns 2010-2025

This was a point of contention for some players who preferred traditional button controls.

Challenging Difficulty:

The game was intentionally designed to be challenging, appealing to fans of the original SNES trilogy.

This game was later ported to the Nintendo 3DS (Donkey Kong Country Returns 3D) and is scheduled for a high-definition release on the Nintendo Switch (Donkey Kong Country Returns HD).

DONKEY KONG GAMER

Donkey Kong Country Returns 2010-2025

Donkey Kong Country Returns: 2010–2025

The game was a major critical and commercial success for Nintendo, leading to several re-releases and ports that introduced new features and improved controls.

1. The Original Release (2010)

Platform: Wii (Developed by Retro Studios)

Key Features:

Classic 2D platforming restored.

Runs at 60 frames per second (FPS).

DONKEY KONG DK GAMER

Donkey Kong Country Returns 2010-2025

Mandatory Motion Controls for actions like rolling and ground-pounding (this was the most divisive element).

Standard difficulty level.

The Portable Port (2013)

Title: Donkey Kong Country Returns 3D

Platform: Nintendo 3DS (Ported by Monster Games)

Key Changes from Wii:
New Difficulty Mode (New Mode): Adds an extra heart for both Donkey Kong and Diddy Kong (giving them 3 hearts total), and allows the purchase of more helpful items.

DONKEY KONG DK GAMER

Donkey Kong Country Returns 2010-2025

Additional Content:

A new, exclusive World 9 with 8 extra levels.

Control Overhaul: Replaced the mandatory motion controls with traditional button controls.

Technical Downgrade:
The game ran at 30 FPS and had a lower resolution due to the hardware limitations of the 3DS.

Digital Re-Releases (2015-2016 & 2019)

Wii U eShop (2015-2016): The original Wii version was released as a digital download on the Wii U console, maintaining the Wii's graphics and motion controls.

DONKEY KONG GAMER

Donkey Kong Country Returns 2010-2025

Nvidia Shield TV (2019): A version was released exclusively for the Nvidia Shield in China.

The HD Remaster (2025)

Title: Donkey Kong Country Returns HD
Platform: Nintendo Switch Release Date: January 16, 2025

Key Features:

High-Definition (HD) Graphics: Runs in 1080p (docked) and 720p (handheld).

60 FPS: Returns to the higher frame rate of the original Wii version.

DONKEY KONG GAMER

Donkey Kong Country Returns 2010-2025

Definitive Content: Includes the full content of the Wii version plus the extra World 9 levels from the 3DS version.

Optional Controls: The best of both worlds, offering both traditional button controls and optional motion controls.

In short, the journey of Donkey Kong Country Returns is one of continuous improvement and iteration, culminating in the 2025 Switch version that attempts to combine the best features (HD visuals, 60 FPS, traditional controls, and all bonus levels) from its previous releases.

DONKEY KONG DK GAMER

Donkey Kong Country: Tropical Freeze 2014-2018

Original Release and Platform

Release Date: February 2014 (Worldwide)
Original Platform: Wii U Developer: Retro Studios

Story: Donkey Kong and his family must reclaim Donkey Kong Island after it is frozen over by a new group of villains, the Arctic invaders known as the Snowmads.

Key Features of the Original Game

Companion Kongs: The game introduces Dixie Kong and Cranky Kong as playable companion characters (alongside Diddy Kong), each with unique abilities (Dixie's controlled ascent/ hover and Cranky's cane bounce).

DONKEY KONG DK GAMER

Donkey Kong Country: Tropical Freeze
2014-2018

Dynamic Camera: Features the most spectacular level designs in the series, including dynamic camera angles that shift to show off the environment and thrilling set pieces.

The Enhanced Re-Release Similar to Donkey Kong Country Returns, this title received a notable port that made it more widely accessible:

Platform: Nintendo Switch

Release Date: May 2018

DONKEY KONG GAMER

Donkey Kong Country: Tropical Freeze
2014-2018

New Feature: Funky Mode: This is an easier, beginner-friendly mode where you can play as Funky Kong.

Funky Kong offers several advantages that make the game less punishing, such as an extended surf-hover jump, invulnerability to spikes, and more health.

This addressed the high difficulty that was a hallmark of the original release.

The Nintendo Switch version is generally considered the definitive way to play due to the addition of Funky Mode and its portability.

DONKEY KONG DK GAMER

Donkey Kong Country: Tropical Freeze
2014-2018

The range 2014-2018 encompasses the game's initial launch and its major enhanced re release, highlighting the game's journey across two Nintendo generations.

Donkey Kong Country: Tropical Freeze and the key differences between the original 2014 and the 2018 port:

DONKEY KONG DK GAMER

Donkey Kong Country: Tropical Freeze 2014-2018

Donkey Kong Country: Tropical Freeze Timeline

Version	Release Year	Platform	Key Difficulty/Features
Original	2014	Wii U	Known for its high, unforgiving difficulty. Only Donkey, Diddy, Dixie, and Cranky Kong were playable.
Enhanced Port	2018	Nintendo Switch	Added Funky Mode and performance enhancements, making the game more accessible and portable.

DONKEY KONG DK GAMER

Donkey Kong Country: Tropical Freeze
2014-2018

Major Differences Between Versions

The 2018 Nintendo Switch port kept the critically acclaimed core game intact while introducing significant quality-of-life and accessibility improvements:

Accessibility: Funky Mode (New for 2018)

This was the biggest addition, designed to make the game's challenging levels more approachable.

The jump from the Wii U to the Switch hardware brought a noticeable polish:

DONKEY KONG GAMER

Donkey Kong Country: Tropical Freeze
2014-2018

Frame Rate: Both versions run at a consistently smooth 60 frames per second (FPS), including the Switch in both docked and portable modes.

The 2014-2018 period represents the life cycle of one of the best modern 2D platformers, from its challenging debut to its definitive, more accessible edition.

DONKEY KONG GAMER

Donkey Kong Bananza 2025

Donkey Kong Bananza is an action-adventure 3D platform game released by Nintendo in 2025.

It is a major new entry for the Donkey Kong franchise and one of the early exclusive titles for the Nintendo Switch 2 console.

Game Overview

| Detail | Information |

| Initial Release Date | July 17, 2025 |
| Platform | Nintendo Switch 2 (Exclusive) |
|
| Genre | 3D Platformer, Action-Adventure |
| Key Distinction | Emphasis on destructible environments, where Donkey Kong can smash, throw, and dig through nearly every surface to progress.

DONKEY KONG DK GAMER

Donkey Kong Bananza 2025

| Player Character | Donkey Kong, partnered with Pauline (in her new, younger form), who joins him on his adventure. |

🗺️ Core Gameplay and Story

Destruction and Exploration: The game is a 3D platformer, often compared to Super Mario Odyssey, focusing on open, sandbox-like levels.

The main mechanic involves Donkey Kong's powerful new abilities to destroy terrain, which is used to create new paths, uncover hidden secrets, and find collectibles.

DONKEY KONG GAMER

Donkey Kong Bananza 2025

The Plot: Donkey Kong and Pauline venture into a vast, Hollow Earth-like underground world in search of the Banandium Root, a magical wish-granting object.

They are pursued by the villainous VoidCo, a mining company looking to steal the world's resources.

Transformations and Upgrades: Donkey Kong can unlock various animal-themed "Bananza powers" through a skill tree, which grants him different abilities like increased speed or the ability to glide.

DONKEY KONG GAMER

Donkey Kong Bananza 2025

Collectibles: Similar to past titles, the game features a heavy emphasis on collecting, including Banandium Gems (which are used for upgrades) and fossils (used for character customization).

Significance for the Series

Donkey Kong Bananza is the first completely original Donkey Kong game developed internally by Nintendo since Donkey Kong Jungle Beat (2004) and the first 3D platformer since Donkey Kong 64 (1999).

It is widely considered a major flagship title and a "killer app" for the Nintendo Switch 2's launch window.

DONKEY KONG DK GAMER

Donkey Kong (Game & Watch) 1982-2009

The Donkey Kong Game & Watch is one of Nintendo's most significant and influential handhelds, introducing two features that would define future gaming.

Donkey Kong Game & Watch (1982-2009)

The original Donkey Kong Game & Watch (Model DK-52) was released as part of the Multi Screen series.

Detail	Information
Initial Release Date	June 3, 1982
Console Series	Game & Watch (Multi Screen series)

DONKEY KONG GAMER

Donkey Kong (Game & Watch) 1982-2009

| Key Innovations |

1. The D-Pad: This was the first piece of Nintendo hardware to feature the cross-shaped directional pad (D-Pad), a controller design that remains standard today.

2. Dual-Screen Design:
Its clam shell, two-screen layout directly inspired the future design of the Nintendo DS console. |

| Gameplay | The player controls Mario (then known as Jump man) across the two screens, dodging barrels and obstacles thrown by Donkey Kong to rescue Pauline. |

DONKEY KONG GAMER

Donkey Kong (Game & Watch) 1982-2009

🎮 Re-releases and Ports (1982 – 2009)

The classic Game & Watch version of Donkey Kong was re-released or ported to various platforms during this period, often bundled with other Game & Watch titles:

Platform / Collection	Year	Format	Notes
Mini Classics	1998	Dedicated Handheld	A smaller, lower-cost licensed reproduction of the original dual-screen handheld.
Game & Watch Gallery 2	1997	Game Boy	Included the original "Classic" Game & Watch version and an updated "Modern" version with enhanced graphics and Mario characters.

DONKEY KONG GAMER

Donkey Kong (Game & Watch) 1982-2009

Game & Watch Gallery 3 | 1999 | Game Boy Color Featured Donkey Kong Jr. and Donkey Kong II (other Game & Watch titles), but not the original Donkey Kong. |

| Game & Watch Gallery 4 | 2002 | Game Boy Advance Included both the "Classic" and "Modern" versions of Donkey Kong. |

Game & Watch Collection | 2006 | Nintendo DS

A faithful recreation of the original dual-screen Game & Watch, utilizing the DS's two screens to perfectly replicate the experience.

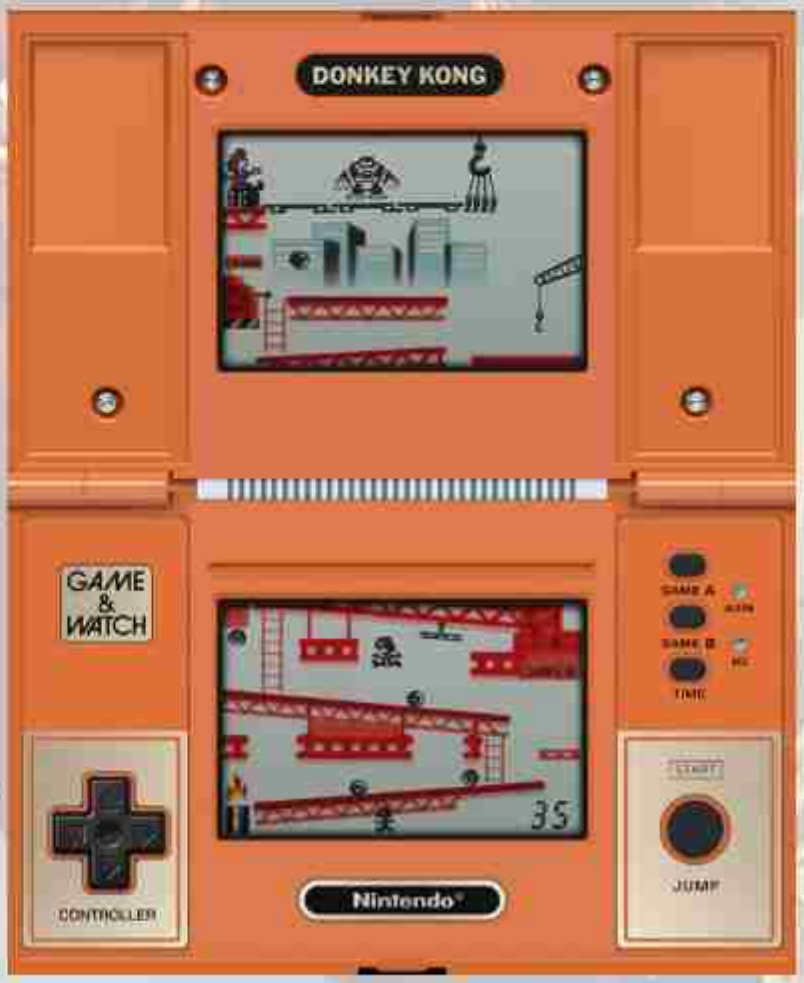
DONKEY KONG GAMER

Donkey Kong (Game & Watch) 1982-2009

This was a Club Nintendo exclusive title. |

Game & Watch Collection 2 | 2008 | Nintendo DS |

This collection did not include the original Donkey Kong (DK-52) but featured Donkey Kong II. |



Donkey Kong Jr. (Game & Watch) 1982-2010

The Donkey Kong Jr. Game & Watch has a slightly more complex history than the original, as it was released across three different styles of the Game & Watch handheld in 1982-1983, and then re-released multiple times up to 2010.

Donkey Kong Jr. Game & Watch (1982–1983)

There were three distinct physical Game & Watch units for Donkey Kong Jr. in 1982 and 1983, each with its own screen configuration and unique level design:

Model Series	Model Number	Initial Release Date	Screen Type	Gameplay Details
New Wide Screen	JR-55	October 26, 1982	Single screen.

DONKEY KONG GAMER

Donkey Kong Jr. (Game & Watch) 1982-2010

This is the most common version, featuring DK Jr. climbing vines to collect keys and rescue his father, Donkey Kong, from Mario. |

| Table Top | CJ-93 | April 28, 1983 | Tabletop (Color) | A larger, color screen version with a unique level layout different from the Wide Screen version. |

| Panorama Screen | CJ-93 | October 7, 1983 | Panorama (Color) | Similar to the Table Top version but with a mirror and translucent display allowing it to be viewed by holding it up to the light. |

Re-releases and Ports (1998 – 2010)

The New Wide Screen version (JR-55) is the one that was consistently ported into various compilations and digital downloads up to 2010.

DONKEY KONG GAMER

Donkey Kong Jr. (Game & Watch) 1982-2010

Platform / Collection	Year	Format	Notes
Mini Classics	1998	Dedicated Handheld	A key chain-sized, non-Nintendo-made reproduction of the original New Wide Screen game.
Game & Watch Gallery 3	1999	Game Boy Color	Featured both the original "Classic" Game & Watch version and an updated "Modern" version with full color and Mario characters.
Game & Watch Gallery 4	2002	Game Boy Advance	Included both the "Classic" and "Modern" versions of the New Wide Screen game.

DONKEY KONG GAMER

Donkey Kong Jr. (Game & Watch) 1982-2010

Game & Watch Collection 2 | 2008 | Nintendo DS | A Club Nintendo exclusive featuring Donkey Kong II and Octopus, but not the Donkey Kong Jr. Wide Screen version. |

| Nintendo DSiWare | 2009 (Japan) / 2010 (US/EU) | Digital Download | Released as a standalone digital download for the Nintendo DSi, perfectly emulating the original New Wide Screen game.

DONKEY KONG

DONKEY KONG DK GAMER

Donkey Kong II 1982

The Donkey Kong II Game & Watch was part of Nintendo's Multi Screen series, but it was released in 1983, not 1982.

Donkey Kong II (Game & Watch) Details

Feature	Detail
Official Release Date	March 7, 1983
Model Series	Multi Screen (Vertical Clamshell)
Model Number	JR-55
Protagonist	Donkey Kong Jr.

DONKEY KONG GAMER

Donkey Kong II 1982

| Objective | Rescue Donkey Kong, who is imprisoned by Mario, by collecting four keys across the two screens.

| The original Donkey Kong Multi Screen Game & Watch was released in 1982 (specifically, June 3, 1982), which may be the source of the slight confusion.

DONKEY KONG GAMER

Donkey Kong Circus1984

The Donkey Kong Circus Game & Watch was released in 1984.

Official Release Date: September 6, 1984
Model Series: Panorama Screen.

This model had a reflective mirror inside, allowing the game to display in color when held up to the light, creating a pseudo-3D look.

Model Number: MK-96 Gameplay: Donkey Kong is the star of the show, juggling pineapples while balancing on a barrel.

The goal is to keep juggling and avoid flames thrown by Mario, who is standing on the side judging the performance!

Donkey Kong 3 (Game & Watch) 1984-2002

The Donkey Kong 3 Game & Watch released in 1984 is a standout in the series because it was part of the Micro Vs. System line.

Donkey Kong 3 (Game & Watch) - 1984

Detail	Description
Release Date	August 20, 1984
Series	Micro Vs. System
Model Number	AK-302
Unique Feature	

It was one of the few Game & Watch models designed specifically for two-player competitive gameplay.

The unit featured a hinge that opened to reveal the screen, and two small, detachable, wired controllers that pulled out from the sides for each player.

|

Gameplay The game is a battle between Stanley the Bugman (Player 1) and Donkey Kong (Player 2 or the computer in Game A).

DONKEY KONG

DK

GAMER

Donkey Kong 3 (Game & Watch) 1984-2002

Both characters are positioned on opposite sides of the screen, armed with cans of bug spray.

The goal is to spray a cloud of insecticide/ water to force the bees (or other insects) toward the opponent's side.

If a bee reaches your side, you lose a life get a "Miss". |

|Setting| The ac on takes place in a greenhouse, with Stanley trying to protect his plants from Donkey Kong and the invading insects. |

This Micro Vs. System version is very different from the Donkey Kong 3 arcade game, as the handheld version is a direct head-to-head competition.

That time frame of 1984–2002 represents the original release of the handheld game and a significant reissue as part of a classic game collection.

Donkey Kong 3 (Game & Watch) 1984-2002

🎮 The Original Game & Watch (1984)

Detail	Information
Model Series	Micro Vs. System
Model Number	AK-302
Original Release Date	August 20, 1984
Gameplay Style	Two-Player Versus
Unique Feature	It was one of the few Game & Watch models to feature two detachable, wired controllers that pulled out from the main unit, allowing two players to compete against each other.
Objective	Players take on the role of Stanley (The Bugman) and a generic opponent, using bug spray to drive Donkey Kong up a center vine and away from their respective flower gardens.
The first player to push him off the screen wins the round.	

Donkey Kong 3 (Game & Watch) 1984-2002

🎮 The Original Game & Watch (1984)

🔄 The 2002 Reissue

The 2002 date points to when the original Donkey Kong 3 Game & Watch game was made available again in a modern format:

Platform: Game Boy Advance (GBA)

Format: Game & Watch Gallery 4

Content:

This compilation included a "Classic" version of Donkey Kong 3 that faithfully emulated the original LCD graphics and gameplay, along with a newly designed "Modern" version featuring updated graphics and characters.

The GBA re-release, along with the previous Game & Watch Gallery titles, helped introduce these early Nintendo classics to a new generation of players.

DONKEY KONG

DK

GAMER

Donkey Kong Hockey 1984

The Donkey Kong Hockey Game & Watch from 1984 is a notable title for several reasons, primarily because it's a dedicated two-player electronic game.

DONKEY KONG HOCKEY

Donkey Kong Hockey (Game & Watch) - 1984

Detail	Description
Release Date	November 13, 1984
Series	Micro Vs. System
Model Number	HK-303
Game Style	A simplified, head-to-head field hockey simulation.

| Characters |

Mario (Player 1) battles against Donkey Kong (Player 2 or the computer in Game A). |

| Gameplay | Each player controls their character on an ice rink, attempting to hit the puck past the opponent's goalie and into the goal.

DONKEY KONG GAMER

Donkey Kong Hockey
1984

The unit has two small controllers (which store inside the main body) to facilitate the two-player experience. The first player to score 10 goals wins the match. |

DONKEY KONG HOCKEY

Historical Note | This was the last of the three games released in the Micro Vs. System series (following Boxing and Donkey Kong 3).

It was also the final game in the original Donkey Kong series until the release of the Donkey Kong Game Boy title in 1994. |

DONKEY KONG

Donkey Kong (Game Boy) 1994-2025

The 1994 release of Donkey Kong (often referred to as Donkey Kong '94 or Donkey Kong GB) was a revolutionary puzzle-platformer that redefined the original game.

Donkey Kong (Game Boy) - 1994

The Game's Structure and Evolution

The game famously starts with the four classic screens of the 1981 arcade game. However, once you complete those four levels, Donkey Kong grabs Pauline and the title screen changes, revealing that this is only the beginning of a massive new adventure.

Genre: Puzzle-Platformer.

Levels: A whopping 101 levels spread across 11 worlds (World 0 and Worlds 1 through 10).

Plot: Mario must rescue Pauline from Donkey Kong over the course of a long chase across different environments like cities, jungles, and deserts.

DONKEY KONG

Donkey Kong (Game Boy) 1994-2025

Mario's Expanded Moveset

The most significant change was giving Mario a vastly improved set of acrobatic maneuvers, which turned the classic arcade formula into a sophisticated puzzle game.

Mario's new moves include: Handstand/Triple Jump: Allows Mario to jump higher.

Backflip: A high vertical jump.

Hand-over-Hand: Climbing ropes and wires.

Throwing: Mario can pick up and throw keys enemies, and items.

Swinging: Grabbing and swinging from ropes.

These moves were essential for solving the increasingly complex, single-screen puzzles in the later stages.

DONKEY KONG

GAMER

Donkey Kong (Game Boy) 1994-2025

✨ **Super Game Boy Integration**

Released alongside the Super Game Boy peripheral for the Super Nintendo Entertainment System (SNES), Donkey Kong was one of the first titles to fully utilize its enhancement features:

Coloration: It featured custom color palettes, borders, and even animated character portraits when played on the Super Game Boy.

Sound: Enhanced sound and music capabilities, including clearer sound effects like Pauline's digitized cry of "Help!"

Donkey Kong for Game Boy is widely regarded as one of the best titles on the handheld system.

It effectively served as a prototype for the Mario vs. Donkey Kong series, which would later appear on the Game Boy Advance and Nintendo DS, continuing the puzzle-platformer format with the rivalry between Mario and the giant ape.

DONKEY KONG DK GAMER

Donkey Kong Land 1995-2024

Donkey Kong Land (1995) is a critically important title as it was the first time the Donkey Kong Country 3D-rendered aesthetic and gameplay were adapted for a handheld system.

Donkey Kong Land (1995)

The Original Game Boy Release

Original Console: Game Boy
Release Date: June 26, 1995
Developer: Rare

Cartridge: Famously released on a banana yellow cartridge to make it stand out.

DONKEY KONG GAMER

Donkey Kong Land 1995-2024

The game was a handheld companion to the massively successful Donkey Kong Country* on the SNES.

Rare took on the incredible technical challenge of translating the pre-rendered 3D "ACM" graphics and physics-based platforming to the original Game Boy's 8-bit hardware and four shades of gray.

The Plot: Cranky Kong's Challenge

The story cleverly breaks the fourth wall: Cranky Kong, unimpressed by the success of Donkey Kong Country, claims that the game only sold well because of its flashy 16-bit graphics.

DONKEY KONG GAMER

Donkey Kong Land 1995-2024

He challenges Donkey Kong and Diddy Kong to have a similar adventure and recover the stolen banana hoard on the much less powerful Game Boy to prove their platforming skills are what truly made the first game a hit.

The result is a game with completely original levels (not a port of the SNES game) across four worlds, including environments unique to the Game Boy title, like Big Ape City.

Gameplay and Technical Feat Gameplay: A side-scrolling platformer with the signature roll and cartwheel moves from Donkey Kong Country.

DONKEY KONG DK GAMER

Donkey Kong Land 1995-2024

Characters: Donkey Kong and Diddy Kong are playable, alongside animal buddies like Rambi the Rhino and Enguarde the Swordfish.

Super Game Boy: When played on the SNES using the Super Game Boy peripheral, the game features a custom jungle-themed border and limited color palettes, pushing the boundaries of what the add-on could do.

⏳ The Legacy: 1996 - 2024

Donkey Kong Land spawned a sub-series and has enjoyed multiple re-releases, keeping it available to new generations of players.

DONKEY KONG DK GAMER

Donkey Kong Land 1995-2024

The Donkey Kong Land Trilogy

The original game was followed by two sequels, completing a trilogy exclusive to the Game Boy platform:

Donkey Kong Land 2 (1996): Based on the SNES title

Donkey Kong Country 2: Diddy's Kong Quest.

Donkey Kong Land III (1997): Based on the SNES title

Donkey Kong Country 3: Dixie Kong's Double Trouble! (and later re-released for the Game Boy Color in Japan).

Donkey Kong Land 1995-2024

Re-Releases (2014 - 2024)

Platform	Service	Release Window	Notes
Nintendo 3DS	Virtual Console	2014–2015	Allowed the game to be played digitally on a backlit, modern screen, greatly improving visibility issues inherent to the original Game Boy's screen.
Nintendo Switch	Nintendo Switch Online + Expansion Pack (Game Boy)	November 2024	

DONKEY KONG

GAMER

Donkey Kong Land 1995-2024

The game became available to subscribers of Nintendo's online service, allowing for modern features like save states and rewind. |

This continuous presence, spanning nearly 30 years, is a testament to the game's high quality and its successful translation of a popular console experience to a tiny handheld.

DONKEY KONG GAMER

Donkey Kong Land 2
1996-2024

Donkey Kong Land 2 is widely considered the technical peak of the Donkey Kong Land trilogy on the original Game Boy. Donkey Kong Land 2 from its original release in 1996 through 2024.

Donkey Kong Land 2 (1996)

The Original Game Boy Release

Original Console:	**Game Boy**
Release Date:	**September 1996**
Developer:	**Rare**

Cartridge: Like its predecessor, it came in a signature banana yellow cartridge.

A "Demake": Unlike the first Donkey Kong Land, which featured entirely original levels, this sequel is considered a "demake" of the SNES title, Donkey Kong Country 2: Diddy's Kong Quest.

While the theme, characters, and soundtrack are adapted, the level layouts were redesigned to work better on the Game Boy's smaller screen.

DONKEY KONG GAMER

Donkey Kong Land 2
1996-2024

Plot and Characters

The Story: Following the plot of DKC2, Donkey Kong has been kidnapped by Kaptain K. Rool and the Kremling Krew.

The Heroes: It is up to Diddy Kong and his newly introduced girlfriend, Dixie Kong, to travel through Crocodile Isle and rescue him.

Dixie's Move: This game marks the handheld debut of Dixie Kong and her famous Helicopter Spin ability, which allows her to glide over large gaps—a crucial mechanic that was cleverly implemented on the Game Boy's hardware.

Technical Enhancements

Graphics and Performance: Rare continued to push the technical limits of the Game Boy, providing surprisingly smooth animations and distinct character sprites derived from the SNES's pre-rendered models.

Many critics at the time praised it as an improvement over the first Donkey Kong Land's performance.

DONKEY KONG GAMER

Donkey Kong Land 2
1996-2024

Super Game Boy Support: When played on the SNES, the game features an enhanced color palette and a dedicated, decorative banana-themed border.

Platform	Service	Release Window
Nintendo 3DS	Virtual Console	2014–2015

The game became digitally available worldwide, letting players experience the title with a modern backlit screen. |

| Nintendo Switch | Nintendo Switch Online + Expansion Pack (Game Boy) | November 2024 | The game joined the Nintendo Switch Online library shortly after the first Donkey Kong Land, making the entire trilogy playable on modern consoles. |

The history of Donkey Kong Land 2 showcases Rare's mastery of the Game Boy hardware, successfully bringing a console-quality adventure to a handheld in the mid-90s.

DONKEY KONG GAMER

Donkey Kong Land III 1997-2024

Donkey Kong Land III wraps up the series, introducing a new Kong and completing the 8-bit companion set to the SNES Donkey Kong Country games.

Donkey Kong Land III (1997)

The Original Game Boy Release
Original Console: Game Boy
Release Date: October 1997
Developer: Rare

DONKEY KONG GAMER

Donkey Kong Land III 1997-2024

Unique Feature: Unlike DKL2, which adapted DKC2's levels, DKL3 returns to the format of the original DKL : it features 100% unique level designs that are based on the themes and worlds of its SNES counterpart, Donkey Kong Country 3: Dixie Kong's Double Trouble!

Plot and Characters

The Story: A contest is announced to find the fabled Lost World with huge prizes.

Donkey Kong and Diddy Kong rush off to find it first, leaving Dixie Kong behind to babysit.

DONKEY KONG GAMER

Donkey Kong Land III 1997-2024

The Heroes: A determined Dixie Kong partners with her powerful, infant cousin, Kiddy Kong, to prove themselves capable of adventure and beat the others to the Lost World.

New Mechanics:

Dixie Kong keeps her signature Helicopter Spin for hovering.

Kiddy Kong is slower but can perform a Somersault which can skip across water and allows him to jump farther off ledges.

He is also heavy, which is used for puzzle-solving.

DONKEY KONG DK GAMER

Donkey Kong Land III 1997-2024

Special Editions and Technical Details

Super Game Boy Support: It includes a custom border and a color palette when played on the Super Nintendo Entertainment System.

Game Boy Color Version (Japan-Exclusive): In January 2000, an enhanced, fully colorized version, "Donkey Kong GB: Dinky Kong & Dixie Kong," was released exclusively in Japan.

💾 The Re-Releases: 2014 - 2024

Donkey Kong Land III was the final major platformer released on the original Game Boy before the Game Boy Color took over.

Donkey Kong Land III 1997-2024

Platform	Service	Release Window	Notes
Nintendo 3DS	Virtual Console	2014–2015	

The original Game Boy version was made available digitally, allowing players outside of Japan to finally play the third installment on a modern handheld. |

| Nintendo Switch | Nintendo Switch Online + Expansion Pack

(Game Boy) | December 2024 | The original Game Boy version was added, completing the release of the entire Donkey Kong Land trilogy on the Switch.

Donkey Kong Land III 1997-2024

(Note: Japanese NSO subscribers reportedly received the Game Boy Color version, Donkey Kong GB: Dinky Kong & Dixie Kong). |

The trilogy is highly regarded for successfully condensing the Donkey Kong Country experience onto the Game Boy, and DKL3 provides an exciting, original adventure.

DONKEY KONG GAMER

DK: King of Swing 2005

DK: King of Swing is a unique and experimental spin-off game in the Donkey Kong series that introduced a distinct control scheme.

DK: King of Swing (2005)

DK: King of Swing is an action-puzzle game that radically departs from the traditional Donkey Kong Country platforming formula.

Feature	Detail
Original Platform	Game Boy Advance (GBA)
North American Release	September 19, 2005

DONKEY KONG GAMER

DK: King of Swing 2005

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Developer	Paon Corporation
Genre	Puzzle Platformer/Action
Sequel	DK: Jungle Climber (Nintendo DS, 2007)

Unique Gameplay and Controls

The most notable aspect of King of Swing is its control system, which relies almost entirely on the GBA's L and R shoulder buttons and is conceptually similar to the NES classic Clu Clu Land.

Grabbing/Swinging: Pressing and holding the L button makes Donkey Kong grab with his left hand, causing him to spin counter-clockwise around a peg.

DONKEY KONG GAMER

DK: King of Swing 2005

Pressing the R button makes him grab with his right hand, spinning clockwise.

Movement: You navigate the environment by alternating between the L and R buttons to swing from peg to peg, gaining momentum and launching yourself to the next handhold.

Attacking/Jumping: Pressing both L and R simultaneously causes Donkey Kong to charge up a short burst of energy, which can be used to launch a short jump or a basic attack against enemies and obstacles.

Most levels are designed vertically, requiring you to climb upwards through environments filled with pegs, enemies, and traps.

DONKEY KONG GAMER

DK: King of Swing 2005

Plot

The game's plot centers around a prestigious event: the Jungle Jam tournament, which will decide the true hero of the jungle.

The Conflict: Just as the tournament is about to begin, King K. Rool (returning as the villain) steals all the prize medals and scatters them across the land.

The Mission: With the tournament abruptly canceled, Donkey Kong sets out on a quest across five worlds to retrieve the stolen medals and put a stop to K. Rool's mischievous plan.

DONKEY KONG GAMER

DK: King of Swing 2005

Modes: The game features a single-player Adventure Mode and a competitive, four-player multiplayer mode called Jungle Jam, playable via the Game Link Cable.

Re-Releases

Wii U Virtual Console: The game was released digitally for the Wii U Virtual Console in North America and Europe in January 2015.

The game is remembered for its innovative use of the shoulder buttons and for successfully creating a unique, challenging spin-off adventure for Donkey Kong.

DONKEY KONG GAMER

Donkey Kong: Jungle Climber 2005

Donkey Kong: Jungle Climber, is a sequel to the 2005 game DK: King of Swing.

It was released a couple of years later for the Nintendo DS, not in 2005.

DK: Jungle Climber (2007)

DK: Jungle Climber is a direct sequel that takes the unique swinging and climbing gameplay of the GBA original and expands it for the Nintendo DS with dual-screen levels and a more cinematic presentation.

Donkey Kong: Jungle Climber 2005

Feature	Detail
Original Platform	Nintendo DS
North American Release	September 10, 2007
Developer	Paon Corporation
Genre	Puzzle Platformer/Action
Predecessor	DK: King of Swing (2005)

NEW Key Features and Improvements

The core gameplay—using the L and R shoulder buttons to grab pegs and swing with momentum—remains, but the Nintendo DS platform allowed for several upgrades:

DONKEY KONG DK GAMER

Donkey Kong: Jungle Climber 2005

Dual-Screen Levels:

The two screens of the Nintendo DS are used to create one very tall playing field, allowing for much larger, vertically -oriented levels that emphasize climbing to new heights.

Diddy Kong as a Partner: Diddy Kong rides on Donkey Kong's back, similar to the Donkey Kong Country series.

He acts as a second hit point and can be used in combination with DK for an extended attack range or to use specific power-ups like a Giant Hammer or Wings.

Donkey Kong: Jungle Climber 2005

A-Button Attack: While the primary movement is L and R, the A button is introduced for a dash attack, making it easier to dispatch enemies and break obstacles.

Visuals:

The graphical style shifted from the cartoon look of King of Swing to a more polished 3D-rendered look, closer in appearance to the classic Rare-developed Donkey Kong Country games.

DONKEY KONG DK GAMER

Donkey Kong: Jungle Climber 2005

Plot Summary

The story in Jungle Climber* is famously quirky:

1. **A Curious Discovery: Donkey Kong, Diddy Kong, and Cranky Kong are on Sun Sun Beach when they notice a giant banana on top of a nearby island.**

2. **The Crisis: They meet a strange, talking, banana-shaped alien named Xananab from Planet Plantaen.**

Donkey Kong: Jungle Climber 2005

Xananab's five magical Crystal Bananas have been stolen by King K. Rool, who intends to use their power to conquer the universe with his newest machine, the King Kruizer IV.

3. The Quest: Donkey Kong and his friends agree to help Xananab chase K. Rool across different worlds, ultimately traveling through a wormhole to Xananab's home planet for the final showdown.